SNEAK PREVIEW OF SEGA'S NEW VIRTUAL REALITY SYSTEM & GAMES!

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE

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MEGA PREVIEWS

VIRTUA RACING
SONIC CD • ALADDIN
AERO THE ACROBAT
SON OF CHUCK ROCK

JURASSIC PARK

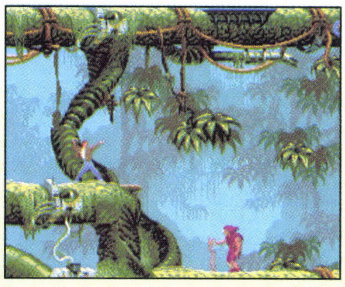
4-PAGE BLOWOUT!

Honest. It really is a Cartridge Game!

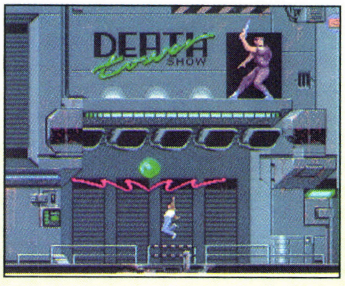
FLASHBACK

THE QUEST FOR IDENTITY™

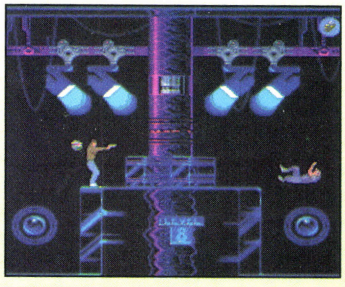
12 MEG



Planet Titan: *Outwit and outgun weird mutants and traps to escape from this hostile jungle.*



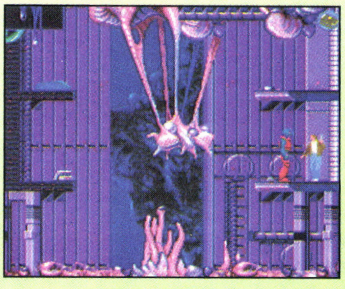
New Washington: *You found your memory. Now take on lethal missions to survive undercover.*



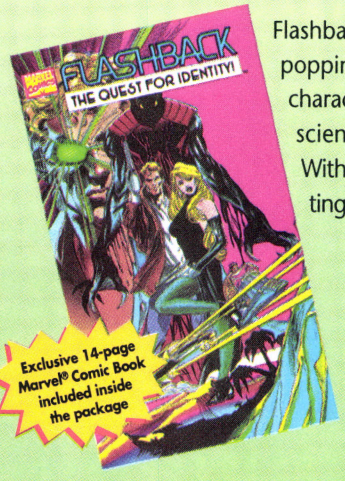
Death Tower: *Combat deadly replicants in a futuristic gladiator show. The prize - your life.*

Earth: *Your cover has been blown. Now robot cops are after your hide.*

Paradise Club: *You discovered the aliens' headquarters but get trapped in their prison.*



Planet Morphs: *Transmutating morphs relentlessly defend their planet from your assault.*



Flashback's animation is so fluid, and the graphics so eye-popping, you won't believe it isn't a CD-ROM game. The characters move at 24 frames-per-second and an intense science fiction plot unfolds with animated sequences. With 7 challenging levels and a choice of 3 difficulty settings, you'll wonder how this all fit into a cartridge.

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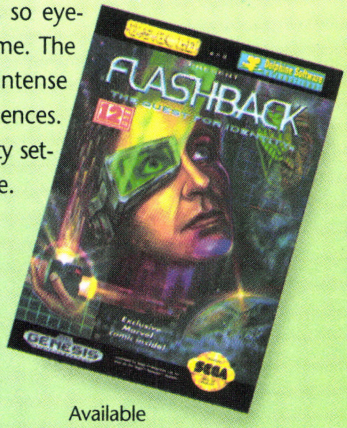

Available for Sega™ Genesis™

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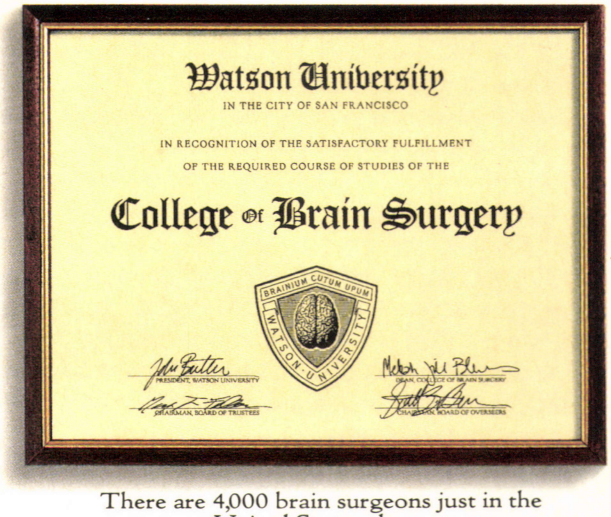
WHAT'S THE WORLD COMING TO WHEN IT'S EASIER TO GET A DEGREE IN BRAIN SURGERY THAN A SEGA™ SEAL OF QUALITY™ ON A VIDEO GAME?



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WELCOME TO THE NEXT LEVEL

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MEGA PLAY

The All-Sega™ Magazine

August, 1993
VOLUME 4, NUMBER 4

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PUBLISHER, EDITOR-IN-CHIEF
Steve Harris
EDITOR
Ed Semrad
ASSISTANT EDITORS
Martin Alessi, Danyon Carpenter, Mike Forassiepi, Mike Vallas, Terry Minnich, Andrew Baran, Al Manuel, Howard Grossman, Mike Weigand
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G.O.G.; Dave; Mike; Bart
STRATEGY CONSULTANTS
U.S. National Video Game Team
FOREIGN CORRESPONDENTS
Robert Hoskin, Hideki Shikata
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The SuperFamicom-Japan; Gamest-Japan; MegaDrive Beep-Japan; FamicomJournal-Japan.
LAYOUT AND PRODUCTION
Colleen Bastien, Production Manager
Juli McMeekin, Art Director
Jennifer Whitesides, Mary Hatch, Copy Editors
John Stockhausen, Ad Coordinator
Suzanne Farrell, Ad Manager
CUSTOMER SERVICE
(515) 280-3861
NATIONAL ADVERTISING DIRECTOR
Jeffrey Eisenberg
Eisenberg Communications Group
10920 Wilshire Blvd., Suite 1120
Los Angeles, CA 90024
Brandon Harris, Account Executive
(310) 824-5297
SENDAI PUBLISHING GROUP, INC.
Steve Harris, President
Mike Riley, Vice President of Operations
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Mega Play, The All-Sega™ magazine, (ISSN 1058-9171) is published bimonthly by Sendai Publishing Group, Inc. 1920 Highland Ave., Suite 222; Lombard, IL 60148. Second Class Postage Paid at Lombard, IL and additional mailing offices. Subscription rates for U.S. $19.95, Canada and Mexico $29.95, and all others by air mail only $49.95. Single issue rates: $3.95. POSTMASTER: Send address changes to Mega Play, P.O. Box 7535, Red Oak, IA 51591-0535. For subscription changes, change of address or correspondence concerning subscriptions write **Mega Play, P.O. Box 7548, Red Oak, IA 51591-0535**. The editors and the publisher are not responsible for unsolicited materials.

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PRESS START

Sega takes Video Game Technology to the "Next Level!"

Sega has once again demonstrated that when it comes to new technology, they are second to none. After catching both the Tokyo Toy Show and our Summer CES, I have to say that I walked away very impressed. Not only with the new hardware, but also with the significant improvement in the quality of the software.

On the hardware end, it was good to see that Sega is looking at ways to reduce the cost of their pricey Sega CD. Their new Sega CD 2 is definitely a step in the right direction, and if they can get the price down to under $230, they ought to have another banner Christmas season.

Their new Sega VR looked equally impressive. Although it was only in the early prototype stage, just having the ability to look up, down, left, and right, and see the game expand into a 360° world was a real trip. It's definitely the beginning of a new era.

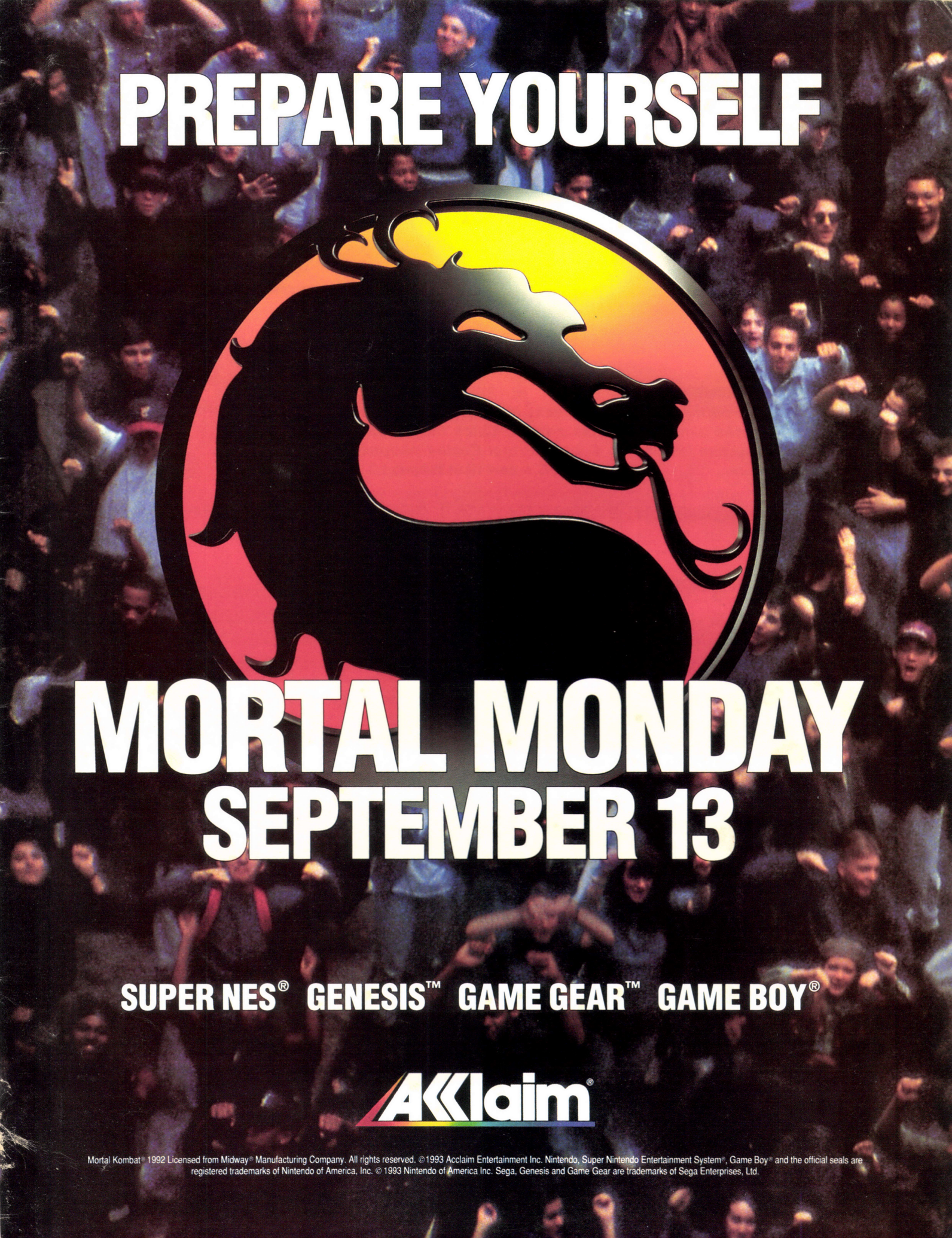
Perhaps more importantly was the improvement in the quality of the software. First and foremost was Sega's new polygon graphics Virtua Racing for the Genesis. Having been able to check it out firsthand, I couldn't believe how fast it was. The Genesis moves along quickly by itself, but throw in Sega's new Digital Signal Processor chip and this game really screams. Forget about the choppy polygon games that you've seen previously; the action is very smooth, and of course you get to play the game using any of the four different views.

Sonic is back on CD and this time the 'hog is traveling through time, just like the movie Back to the Future. Having played through a few levels in Japan, I can say that this game will do to the Sega CD the same thing that the original Sonic did to the Genesis - sell lots and lots of systems. It's that good!

There have been a few complaints about the questionable quality of the first batch of digitized Sega CD games. That's history now. Games like Rebel Assault from JVC and Midnight Serenade from Sega of Japan will quickly convince any doubting Thomas that the CD medium has come of age. Sorry Nintendo, but you will have to come up with a new reason why you don't have a CD system, because you can't blame it on software quality anymore.

Even on the cartridge scene, games like Aladdin, Jungle Book and Eternal Champions are bringing video game animation to a level that approaches cartoon quality. You can't leave out the licensees in any discussion of great softs. We just got in the Genesis version of Mortal Kombat and it is going to give Capcom's new SF2 a run for its money. Watch for a mega review of this arcade hit in our next issue! Until then sit back and check out some of the great games that we were lucky enough to play at the Summer CES.

ED SEMRAD
Editor



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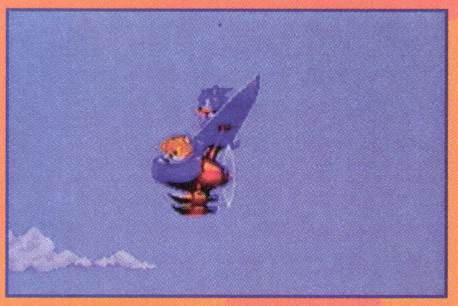

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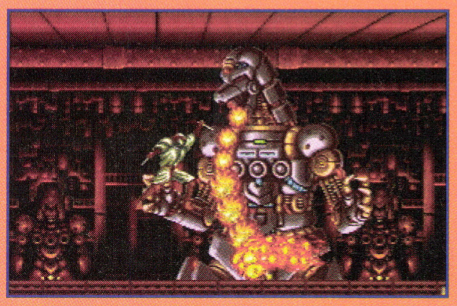

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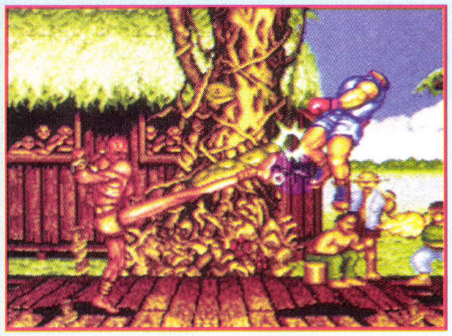
NEW SF2 NEWS

Having attended the Summer CES in Chicago really fulfilled my dreams. I now know how much fun it must be for you guys to play all the new games before we, the consumers, do. One interesting question comes to mind. In the June 1993 issue, you guys said the Street Fighter II: Champion Edition for Genesis was 80% complete. At the show, I rushed to the Capcom booth to check out this game and it sure didn't seem to be 80% finished to me. The only playable characters were Ryu and Ken on Ryu's stage. Even the name was different. They called it 'Special' Champion Edition. What happened?

Joshua Avalon
Milwaukee, WI

(Ed. What happened was Capcom of America needed something special for the Genesis since Capcom of Japan announced they were developing Street Fighter II: Turbo for the Super Famicom. Capcom decided to go all out and offer gamers a whopping 24-Meg game with the ability to play Champion Edition or the new Hyper Fighting modes. It will retail for $69.95 and is projected to go on sale in September.)



The new Special Champion Edition offers players many new and exciting features.

NEW SEGA SYSTEMS!

I was recently at a local gaming store and I noticed that the price of the Sega CD had dropped from $299.99 to $249.99. My question is will the price of the Sega CD drop again? I've heard rumors that when Nintendo releases their CD player, the Sega CD will drop to $199.99. My last question is: Will Sega release a core system version of the Sega CD?

Chris Mullen
Minneapolis, MN

The top-loading door on the Sega CD helps to reduce the cost.

(Ed. The main reason that the store dropped the price of the Sega CD is probably due to the new Sega CD that will hit store shelves this summer. It will be completely restyled with a top-loading door similar to the Duo. The new Sega CD will head into stores sporting a new pack-in disc, Sewer Shark, and a lower price of $229.99. The Genesis will also be completely redesigned with a smaller and sleeker case. The headphone jack is noticeably missing but stereo sound is available through the cables in the back of the unit. You needn't purchase a new Genesis to use the new Sega CD. They both still fuse together, but since the older Genesis was wider, there will be an adapter plate to make the connection complete. In another side note, Sega will also restyle the packaging of its games for easier spotting on the store shelves.)

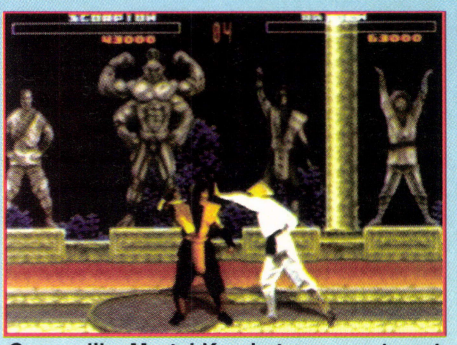
THE RATING GAME

I have heard from reliable sources that Sega was going to start rating their games. If this is true, are they going to rate them like movies?

Juan Carlos Garate
Los Angeles, CA

I don't know if it's just me, but I always thought Sega was proud of their more realistic and serious games. Their use of gore and violence in games like Splatterhouse 3 (and hopefully Mortal Kombat) really appealed to many gamers. Now Sega wants to hide behind a rating system for their games? C'mon people! If seeing blood on television screens really bothers you, then stop watching cable TV and renting blood-fest movies. I really hope this rating system doesn't kill Sega's upcoming games.

Bob Whitehall
Malden, MA



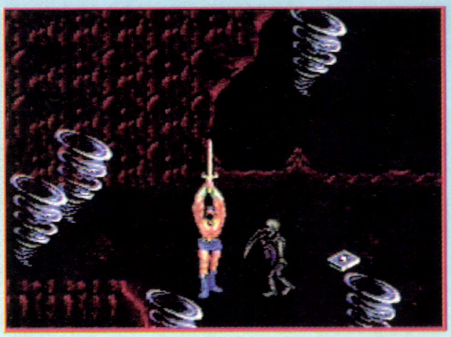
Games like Mortal Kombat are sure to get the adult rating in Sega's new system.

(Ed. Sega of America is starting the rating system to help consumers make a more informed decision about the games they purchase. They will begin putting the ratings on games very soon. Here's how it'll work: Initially, they will have three classifications: "GA" for general audiences, "MA-13" for mature audiences and "MA-17" for adults. An evaluation by a Sega advisory council will determine the rating for each game on the basic premise of the game, graphical depictions of characters and backgrounds, and the audio content as well. The ratings will begin with Sega's own games and will eventually reach third-party producers later.)

THE RETORTS... ROUND 1

I was reading through the Mega Mail section of the June 1993 issue of Mega Play and came to a couple of letters I wouldn't expect to find in this magazine. The first letter I came across was from Imarvies Scrubb. She asks why there aren't many games with females as heroines. You answered the question accurately. However, she also asked why women are always dressed half-naked. I feel that you didn't go into enough detail on answering this question so let me give my opinions. There are a lot of games with the male hero dressed only in a mere pair of shorts and totally buffed out. Golden Axe, Street Fighter II, Altered Beast, Final Fight plus countless others are prime examples. Also, the majority of game players are guys so the main female characters need to be sexy. I personally wouldn't want to play a game where I'm in control of some ugly, old hag or a bald, fat, couch potato. I feel Imarvies has no backing for her letter and sounds like a major hypocrite.

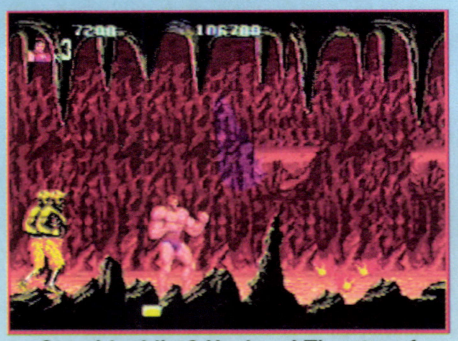
Mr. Bungles
Cypress, CA



The entire Golden Axe series has always had rather 'pumped up' characters.

This letter is in response to Imarvies Scrubb and her letter concerning females in video games and why women in video games are scantily clad and over-developed. While that sounds like a valid complaint, I don't think that Imarvies is considering the whole picture. You must take into account that video games are a form of entertainment and they all represent some sort of fantasy world. If video games mimicked reality too closely, they wouldn't be entertaining. In the movies, for example, would you prefer seeing an average looking man or woman up on the screen, or the best-looking people possible? We all see average things everyday of our lives. The same goes for video games. Since the predominant video game players are male, that explains the way female game characters look. I hope I've gotten my point across. You shouldn't examine entertainment too closely in comparison to reality. Let's get real folks. Or rather, let's not get real. Let's just enjoy the games and the fantastic worlds they take us to.

Tom Dobins
Amarillo, TX



Steroid addict? Heck no! The star of Altered Beast is quite a buff character.

(Ed. Okay, while no women have stood up to voice their opinions, these two guys were more than happy to say what was on their minds. Mr. Bungles, I don't feel that Imarvies was hypocritical with her statements. She has a point about the women being more revealing than the men (Mega Play, June 1993). Imarvies says there aren't enough men in video games who "run around in nothing but bikini briefs!" Look at any wrestling game and you're sure to find many guys in briefs. Other scantily clad men star in games like Final Fight, Golden Axe and Altered Beast like Mr. Bungles mentioned. Tom's point about video games representing a fantasy world and not reality really hits the target. The games aren't meant as a substitute to reality, only a brief escape. Now ladies, let's hear your side of the story!)

NO MORE MESSES!

After reading all about the Sega CD and then purchasing it, I realized that it was very powerful and can do a lot of great stuff. But one thing Sega really needs is a decent art program. Even though Sega already has Art Alive, it's nothing compared to Nintendo's Mario Paint. I know Sega's mouse is coming soon and I thought a great way to release it is with an art program for the Sega CD. With 500 megabytes of memory it would be awesome. Instead of cheap and puny Mario stamps, there could be full-motion video stamps and animation. Any new art program in the works?

Gabe Duci
North Bellmore, NY

My Paint allows young kids to be creative in the high-tech world of the Sega CD.

(Ed. You're in luck, Gabe. There is a powerful painting program for the Sega CD but it's not coming from Sega. A new company called Saddleback Graphics has just what you need. It's called My Paint and it's an easy-to-use paint program designed primarily for kids. My Paint is compatible with the standard controller, but can also utilize the new Sega Mouse and 6-Button Arcade Pad. There are various choices such as painting your own picture, or adding color to over 200 drawings grouped into a coloring book. Not only that, but when you color a picture of items like trains, cats and dinosaurs, you'll hear the sounds of these drawings. As I said before, the game is more geared toward younger kids, so if you're a kid at heart, My Paint may just be what you're looking for.)

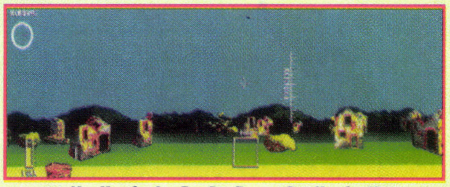
HI-TECH SEGA

SEGA DEBUTS VIRTUAL REALITY SYSTEM!

With all the hype about Virtual Reality in the movies, Sega was ready to jump to the next level of video gaming with this intriguing new concept.

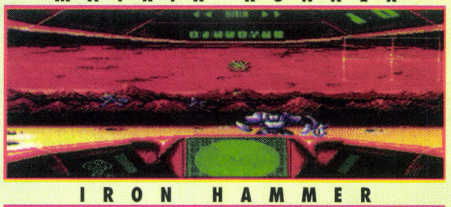
Set for a Christmas release at a price of under $200, the HMD, or Head Mounted Display, completely encloses your eyes and ears for the ultimate gaming experience. VR seemingly covers your entire field of view for 360° so you can't escape from the action. Stereo sound emanates from the included headphones. You don't even need a television set, just a Genesis system!

The system will come packed with Nuclear Rush, with three other games coming from Sega in the future. Look for Iron Hammer, Matrix Runner and Outlaw Racing coming soon from Sega. Virtual Reality is definitely the future.



NUCLEAR RUSH

MATRIX RUNNER



IRON HAMMER

OUTLAW RACING

The VR Helmet completely covers the eyes to draw you into the game.

The VR Helmet will come packaged with Nuclear Rush, but other games like Matrix Runner, where you enter a Matrix to solve a murder; Iron Hammer, where you pilot an armed gunship in war zones; and Outlaw Racing, where you race on a track, will be released soon.

JVC READIES THE WONDERMEGA 2!

JVC's Wondermega 2 will hit the stores in Japan soon. Priced at ¥59,000 (around $550.00) this modified version has some new and interesting features - most notably a six-button controller. The Wondermega 2 is still essentially a Mega Drive and Mega-CD fused together but now has a manual, pop-up cover instead of the cool motorized lid. Also missing is the neat but somewhat useless MIDI feature. Also there is a wireless controller which serves as a remote control.

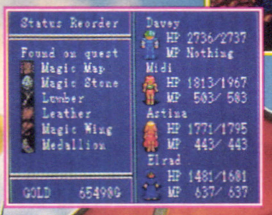
Don't expect the older Wondermega to just disappear. The lower price of the old one may keep sales of the Wondermega 2 at a slow pace.

The new unit resembles the original, but the mechanics have changed.

Dare to Escape!

TRECO™

SORCERER'S KINGDOM™



The ear-splitting cry of a Griffin wracks your brain and echoes down the long dark corridors of Sorcerer's Kingdom.

Only your sense of duty to your King gives you the courage to venture forth. As you defeat foe after foe in this precarious land, you feel your muscles growing stronger and your reflexes getting swifter. Up ahead you finally glimpse the daylight and run for fear of what is closing in behind you. You find yourself at the edge of a towering cliff where your only hope for escape is to don your magical wings and fly...

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Treco, USA

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MEGA TRICKS!!!

The Ultimate in Sega Secrets!

BATMAN RETURNS
(Sega/Sega CD)

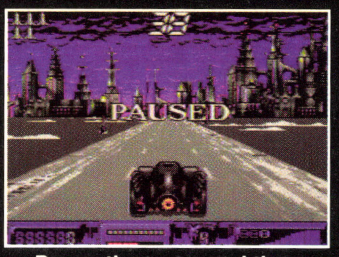
Level Skip

First, go to the Options screen. There, you must highlight the Game Type option and move it to "Driving." Next, hold the control pad to the LEFT and press the B button. Move the pad down to Difficulty, hold the pad LEFT and press the B button. Do this all the way down through number 7 on the Options screen. Once you reach the last option on the bottom, repeat the procedure all the way back up to the Game Type option. After you do the procedure on this option, you will hear a ringing noise which means the trick worked. Now, change any option in the game that you would like, such as Platform Only, Full Game, 7 lives, etc. Go into the game. When the game starts, press START to pause the game and then C to skip levels! You can do this all the way to the last level to get the ending of the game!

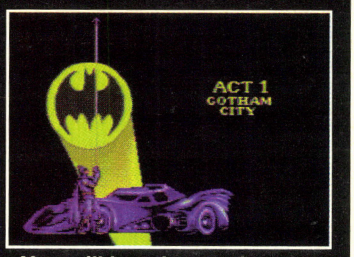
Dennis Bonomini
Woodridge, IL

At the title screen, move to the Options and press START.

Do the trick on the Options screen and begin the game.



Pause the game and then press C to skip levels.



You will be taken to the next level. Advance to the end!

TIME GAL
(Renovation/Sega CD)

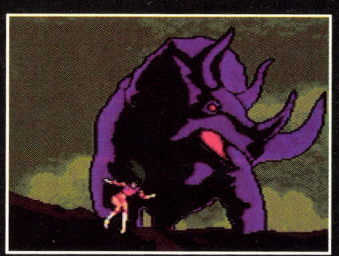
Passwords for the Visual Mode

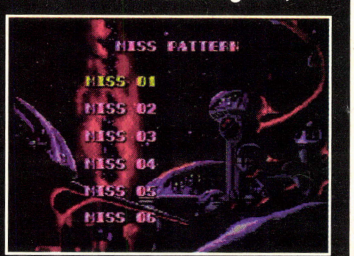
1. 70,000,000 B.C.
Password: BMCFXWRL
2. 65,000,000 B.C.
Password: GJRPQVKS
3. 3,000,000 B.C.
Password: THMZCYFB
4. 1600 B.C.
Password: RYFGSXDK
5. 44 B.C.
Password: FTGBDQPW
6. 500 A.D.
Password: VSLCZKTJ
7. 999 A.D.
Password: CYVZPBMG
8. 1588 A.D.
Password: DRXHTLQJ
9. 1941 A.D.
Password: WBMRJZVH
10. 1991 A.D.
Password: SHKXGJWF
11. 2001 A.D.
Password: XPTMCSHD
12. 2010 A.D.
Password: ZVYFLGQJ
13. 3001 A.D.
Password: QWCDHRKT
14. 3999 A.D.
Password: PLQTVMXY
15. 4000 A.D.
Password: LKDWBSYF
16. 4001 A.D.
Password: KVGPRZCW

Mario Mendez
Los Angeles, CA

Access the Visual mode and enter the correct password.

You can watch the whole level with the STAGE option.


The level that was already completed will play through.



You can even view the death scenes of the stages you like.

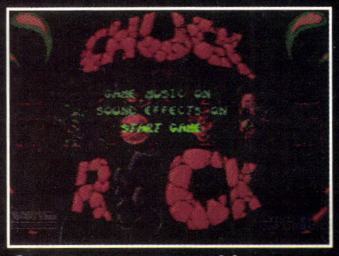
CHUCK ROCK
(Virgin/Genesis)

Level Skip

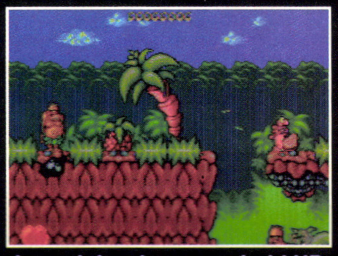
At the title screen (while the band is playing), press these buttons in this order: A, B, RIGHT, A, C, A, DOWN, B, RIGHT, A. After you do this, press and hold buttons A, B, and C and press the START button. While you are in the starting level, press UP while holding the A button. This will advance you to the next level. In the last level, you will be able to fight the last boss by pressing RIGHT and button A at the same time.

Curtis J. Hepworth
Ogden, Utah

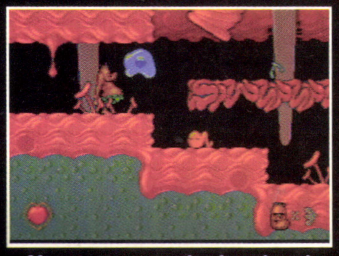
At the title screen, press the buttons in the correct order.



Start your game at this screen and you can do the trick.



In each level you can hold UP and press A to skip levels.



You can go to the last level and even to the last boss!

LIGHTENING FORCE
(Sega/Genesis)

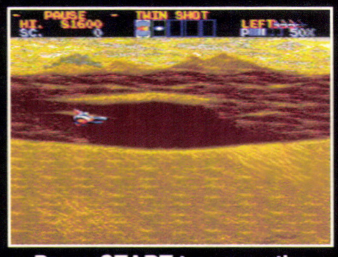
Full Weapons

This awesome trick will give you full weapons to insure destruction of your enemies. First, set your options and go into the game. Pause the game during play, and do this code with the pad and buttons on controller 1: UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP, B, and UP. Now press the START button. You will see that every one of your weapons are now available for use at any time during the game!

Tim Phung
Houston, TX

At the title screen just press the START button as normal.

You can do the trick in any stage, so pick your favorite.



Press START to pause the game and do the trick.

At the top of the screen, you now can use any weapon.

ROLO TO THE RESCUE
(Electronic Arts/Genesis)

Level Passwords

On the title screen hold DIAGONALLY UP-LEFT on the pad with buttons A and C. Keep holding all of these and press the Reset button. When the title screen appears again, let go of everything and press B. A new Options screen will appear allowing you to open the entire map, get infinite lives, invincibility, sound effects and music. Now you can choose any level you want to be in, plus you have the choice of never getting hit!

Curtis J. Hepworth
Ogden, Utah

Do the trick and this new Option screen will appear.

The entire map can now be accessed through the trick.

You can choose any level you want to go in from the map.

You will have the option of complete invulnerability.

JAGUAR XJ220
(JVC/Sega CD)

Bypass Races

First, go into the Options from the menu. Highlight the box with the 1 and the name at the upper left-hand corner. Access the Name Entry screen. Erase the current name and put MAR in place of it. Go back to the menu and choose the World Tour option. Pick the country that you want to race in. When you are starting, and the light turns green, pause the game and press A, B, and C simultaneously to bypass the races.

Ryan Ward
Dayton, OH

Move to the Options selection on the main menu screen.

Erase the current name and type in the new name, MAR.

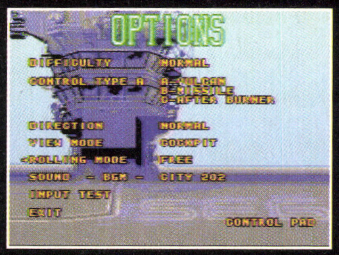
Pause and hold A, B, and C together at the green light.

You will bypass the race and get a decent score in the end.

AFTERBURNER III
(Sega/Genesis)

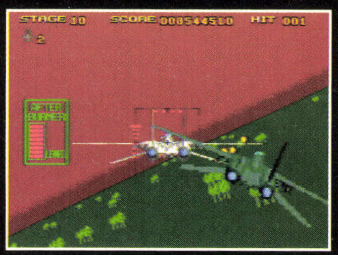
Get By Game Easily

At the title screen, pick the Options and in this screen, put the View mode on "Cockpit" and the Rolling mode on "Free." Now, take off in your plane and throw your Afterburners on to the limit of their capacity. Also, turn your plane to a 45 degree angle and fly this way, shooting your guns. You will be going so fast, barely anything can touch you. When going straight, quickly go up and down to avoid shots. When someone is on your tail, do 180 degree turns to avoid them.



At the Options, change the view and rolling modes.

Turn your plane 45 degrees and put on the Afterburners.

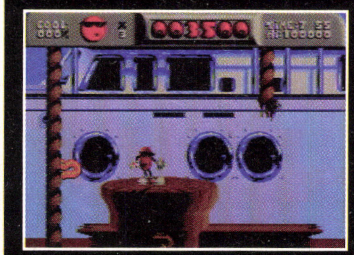

Keep shooting furiously. 180 turns will devour enemies!

You will finally land on the carrier. Congratulations!

COOL SPOT
(Virgin/Genesis)

Level Skip

This level skip trick has been provided to help you get past any level you find to be too difficult to complete. In any level of the game, press the START button to pause the game and then do this code with controller 1: A, B, C, B, A, C, A, B, C, B, A, C. After this is done, you will hear a tone which indicates that the trick has worked. Immediately afterwards, you will see the "Level Completed" screen. Soon thereafter, you will advance to the next level in the game!


At any point in the game, pause and do the code.

You will automatically be able to rescue your Spot buddy.

Rack up an incredible Unused Time Bonus on this screen.

You can go to the next level. Do the trick in any stage.

TIME GAL
(Renovation/Sega CD)

Level Skip

It takes fast reflexes and quick thinking skills to get through this game. If you would like to make it a little easier on yourself, just do this simple trick. In the game, play as normal. When you get to a point or section where you are having trouble, just put the game on pause. Next, press the C button. You will get the Congratulations screen and bonus points. You will also receive a password for the Visual Mode.

S.J. Nardozzi
Mt. Vernon, N.Y.

Choose Game Start on the title screen to begin.

At any time during the game, pause the game and press C.

The screen will fade away and you will get this screen.

You will also receive a password from that level.

TOEJAM & EARL
(Sega/Genesis)

Game Genie Code

This code will let each buck you find be worth 8 instead of 1. You must have a Game Genie peripheral for your Genesis to make this code work. At the Game Genie code entry screen, put in this awesome code:

GBLA - DAY8

When you are in the game, just find a buck. Look in your inventory and you will see that your buck count has increased by 8! This is a better update to the original 5 buck code.

Carlos Carreon
El Monte, CA

FATAL FURY
(Takara/Genesis)

Character VS Same Computer Controlled Character

To begin, hold the C button on controller 2. Now, at the title screen, take controller 1 and choose the VS game and then choose the 1P VS COM option. Then on controller 2, scroll UP or DOWN and choose the character for the computer to play with. While still holding the C button on controller 2, press A to select a warrior the computer will play. Then player 1 can choose their warrior on controller 1 by pressing the A button. Choose the same characters and fight!

While holding C on pad 2, take pad 1 and pick the VS game.

Choose the 1P VS COM option on this new option screen.

Both the computer and you can be the same character!

The computer character is now a different color!

MARKY MARK AND THE FUNKY BUNCH
(Sega/Sega CD)

Behind the Screens

Now you can access a hidden part of this CD that will let you see Marky laughing with some girl and behind the screens of the video making. At the beginning of the game, hold buttons A and C and then press START. This will bring you to the Options Menu. At this screen, press and hold A, press and hold B and then press and hold C. With these held, press RIGHT on the control pad. You will see many new scenes.

Brad T. Sheridan
Youngstown, Ohio

MEGA REVIEWS • COMING ATTRACTIONS • MEGA TRICKS
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FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

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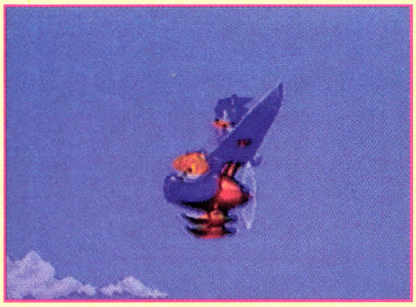
COMING ATTRACTIONS

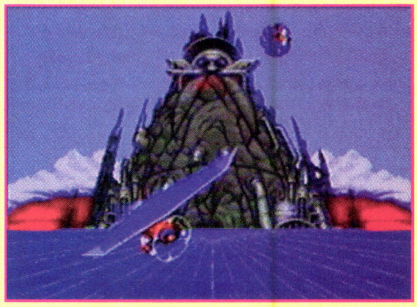
SONIC SPINBALL
Genesis / Sega

Sonic the Hedgehog is up against the evil plots of Dr. Robotnik once again. This time Sonic must face the Veg-O Fortress, a volcanic island that contains a factory for converting hapless animals into robots! The fortress is protected by the deadly Pinball Defense System, and it will take all of Sonic's skills to stay alive. Sounds cool, now doesn't it?

Sonic Spinball contains five rounds of heart-pounding, hedgehog-spinning action. Like before, Sonic has a lot of smooth animations that give his character an attitude. This new adventure is a challenge like no other. Unique, never before seen obstacles make the journey to stop Robotnik a perilous one. So the question is, are you hedgehog fans ready for the best Sonic game yet?

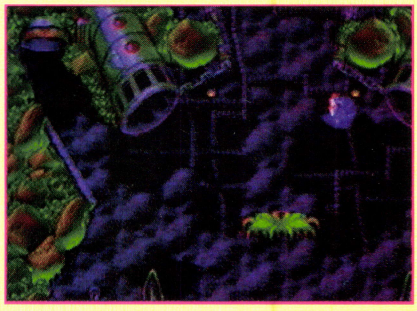


Sonic and Tails swoop in to save the innocent animals that were kidnapped.

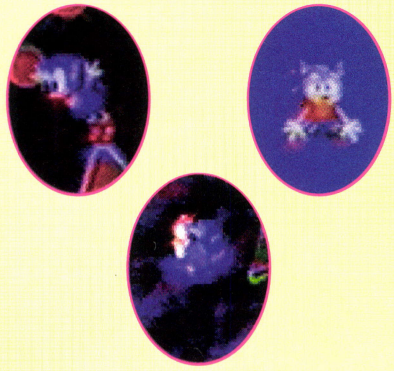


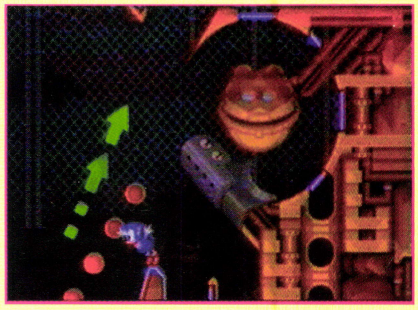
Sonic tries valiantly to stop Robotnik who lurks within the fortress.

Score enough points, and a portal will open up to a new part of the zone.



You have to watch yourself as you come out of the portal or else...



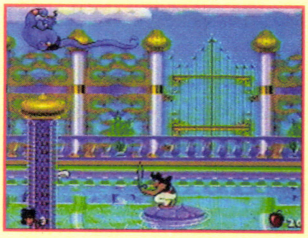
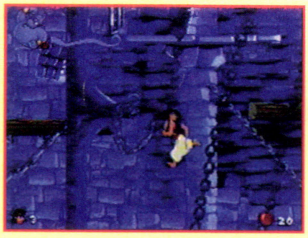
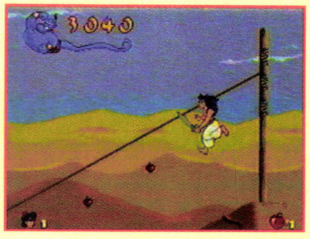


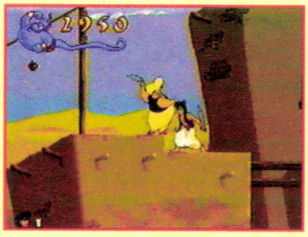
The flashing arrows warn you of approaching hazards or turns.

Mega Drive: Blue; Sega CD: Magenta; Mega CD-ROM: Orange; U.S. Game Gear:Yellow; Japanese Game Gear: Green; Master System: Cyan.

ALADDIN
Genesis / Virgin

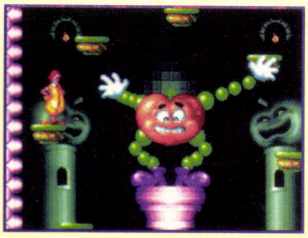
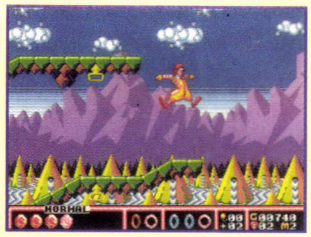
Virgin has done some spectacular work for the Genesis. One look at Disney's Aladdin, and you know that a lot of time went into it. The plot line pretty much follows the Disney film, and the animation is near perfect. The most impressive part about this game is the masterful use of color. It looks just like the movie! This game is a "must have" if you own a Genesis. A great action cart if I ever saw one.

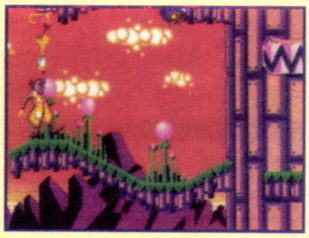
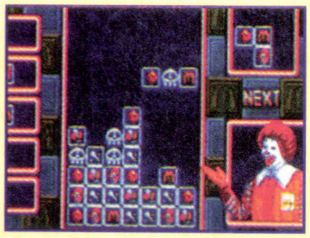






MCDONALD'S TREASURE LAND
Mega Drive / Sega of Japan

The franchising of McDonald's never seems to surprise me. After kicking Mic & Mac out of McDonaldland, Ronald McDonald himself decides to save his world. The Mega Drive is pushed to its limits here. The game overall is a side-scroller, with a few bonus games and puzzles thrown in for good measure. McDonald's Treasure Land is very well done, despite being a license. I hope it comes here.

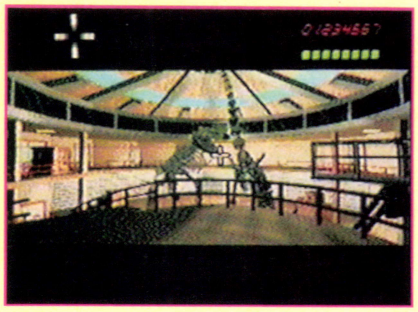



JURASSIC PARK
Sega CD / Sega

Jurassic Park was an awesome movie, and the special effects rivaled anything before it. Now, the Sega CD version of this game attempts to do the same, by breaking video game boundaries.

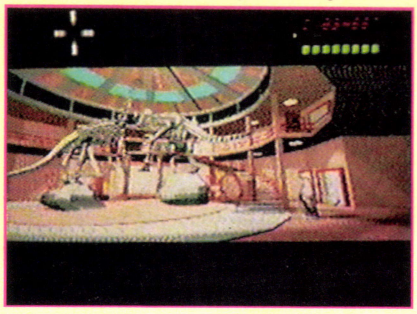
Travel through the park, and experience prehistoric creatures first hand. You will face a number of problems, and you need to solve them if you wish to get off the island alive.

The game is a masterpiece, being a combination of audio and video footage. It gives the feeling of actually interacting in the environment. You can hear the roar of a T-Rex, or the dim hush of a jungle. Sega has been working hard to make this one of the most unique games ever. If you have a Sega CD, try it out at least once.

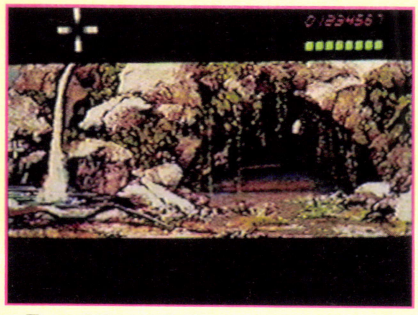


Walk through the visitor's center for an overview of the park's layout.

Scan the jungle for any dinosaurs that might attack. They could be anywhere.



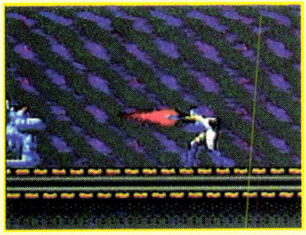
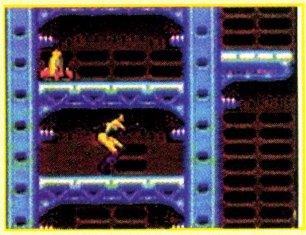
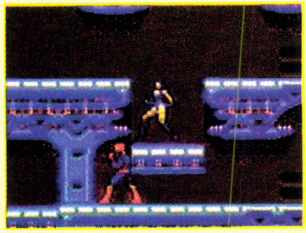
Check out the skeletal remains for an idea of what you'll see in the park.



Travel through the cave to get your first real look at Jurassic Park.

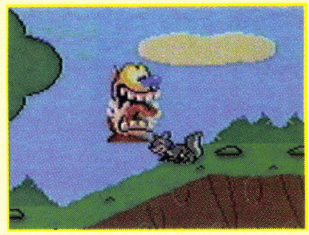
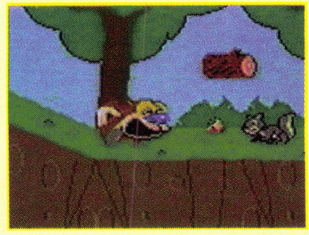
X-MEN
Game Gear / Sega

Your favorite mighty mutants, the X-Men, have strayed into the portable market. In this Game Gear cart, you have the opportunity to control one of several muties, who must stop Magneto. Among them, Psylocke has been added (my personal favorite). This hot portable game will be erupting in your stores soon, and anyone who loves the comic, or liked the Genesis version, will enjoy this one as well.

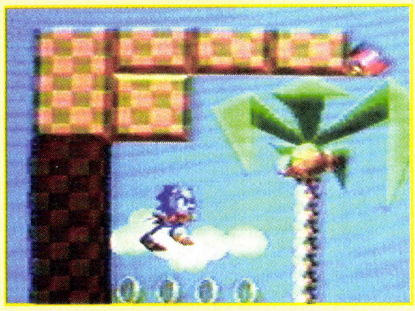
QUEST FOR THE SHAVEN YAK
Game Gear / Sega

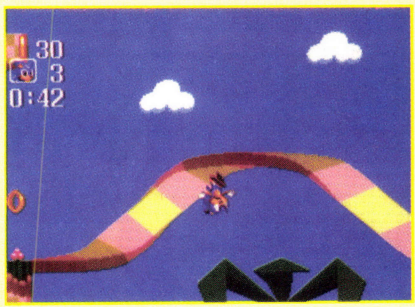
Take part in an epic journey to obtain the fabled Shaven Yak with those two obnoxious animals, Ren & Stimpy. Comedy and humorous monsters will make you bust a gut laughing. Strange abilities unique to the characters, like Stimpy hacking up hairballs and Ren throwing toothbrushes, prove that just plain weirdness isn't dead. Quest For the Shaven Yak is a sure-fire hit for fans of the show.

SONIC CHAOS
Game Gear / Sega

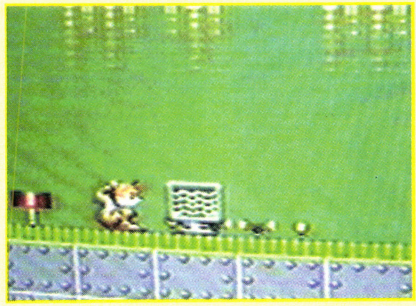
Tails is along for the ride in the latest portable adventure of Sonic the Hedgehog. This original game for the Game Gear has Sonic once again going up against the really nasty Dr. Robotnik. Like most games Sega takes its time on, this one looks very good. The animations that made the original hedgehog games are here, along with a few new ones. Tails didn't want to be left out, so he too will play a part in the action.

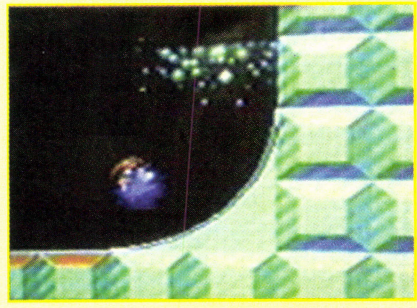




The typical corkscrew turn is here, along with a few new twists.

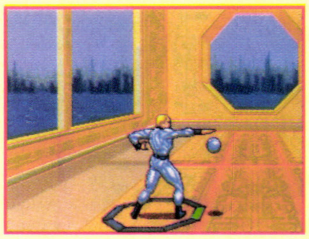
Look for secrets in the most unlikely places. 1-Ups are common.


Don't forget little Tails; he wants to see a little action, too!


Roll into a ball, and launch yourself high into the sky to advance further.

ACTION PACK
Genesis / Sega

Two exciting games for the Activator are going to be packaged with the unit. The first is Bounty Hunter where you do battle with cyborgs, droids and other beasts. You even get more moves as you go along! Air Drums is a program that lets you play the drums by simply moving your hands. A variety of different things to do adds to the fun. Let's see more games for the Activator!

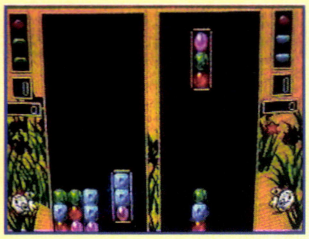


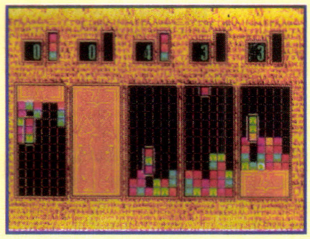
You are Garrot, a bounty hunter in the year 2397. You must transport to four different fantasy realms to neutralize the evil dwellers. Punch, kick, and smash to survive this trying quest.

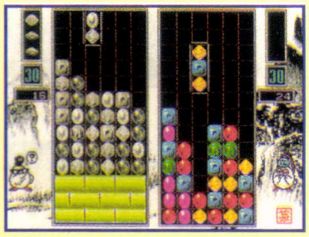
Play solos and patterns. You don't even need skill to have fun at this game! Air Drums might even be able to teach you a thing or two about the wonderful world of music.

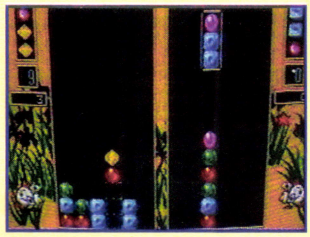
COLUMNS III
Mega Drive / Sega of Japan

Columns was made for the Genesis as a game to compete with Tetris. Now that Tetris-mania has worn off, Columns III comes out of hiding. While only out for the Mega Drive right now, you can bet it will probably come here. One neat feature is that you can have up to five players compete at once using the adapter. Sound intense? It is! And it's just as addicting as the first Columns.





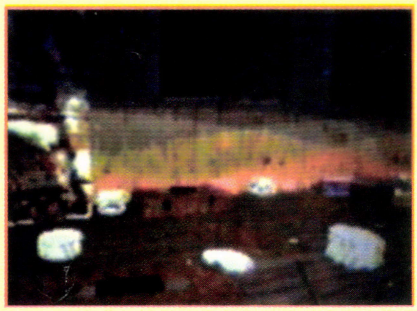




MOONLIGHT SERENADE
Mega-CD / Sega

Enter a haunted house, and see things through the eyes of a child. Similar to the computer CD game Seventh Guest, you get to explore the dark foreboding corridors of a place long past its prime. Is it haunted? You bet! Monsters lurk within the crypts and the dimly lit passageways. Only those who are stout of heart and keen of mind will survive.

For something a little different for your Mega-CD, give it a try.



The crypts contain a few secret passageways. Find them or be lost.

The living room has an appropriate name. Figure it out.

A laboratory is always a fun place to experiment, just don't touch anything.

This bestial creature erupts with a fury best left unseen.

MEGA PREVIEWS

JURASSIC PARK™

MACHINE	GENESIS
PUBLISHER	SEGA
AVAILABLE	AUGUST
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	7
% COMPLETE	70+%

OPTIONS

Although it is a one-player game at present, you can choose to be Grant or the Raptor. There is also an options menu with some goodies and a password feature.

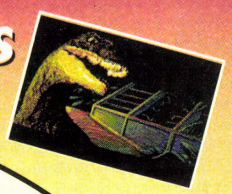
ORIGINS

The concept is based on the popular book of the same title. The action and game play are reminiscent of typical side-scrolling action games. This game breaks new ground with the ability to choose and play as two unique characters.

STORY

The story is based on the novel by Michael Crichton and Spielberg's hit movie. Simply put, scientists have found a way to recreate dinosaurs. These pets are put in a park, and kept in check with an elaborate security system that you know will fail. Play as an escaped dinosaur or Dr. Grant.

GRANT: WEAPONS AND ITEMS



EXPLOSIVE DART

Explodes on impact!

RED STRIPE DART

A very potent tranquilizing dart!

WHITE STRIPE DART

A weak tranquilizing dart!

GAS GRENADE

Forms a big gas cloud.

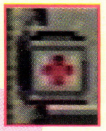
FLASH BOMB

Disorient dinos with a blast!

ELECTRIC SHOCK GUN

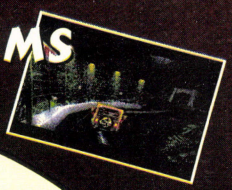
Stun or knock out enemies

GAS CAN
Needed fuel.



FIRST AID
Restore health.

RAPTOR: TECHNIQUES AND ITEMS



DUCK

KICK

SUPER JUMP

LEG

Eat for health.

The Raptor is very agile and can leap great heights. It can also use its front claws to climb over hard to reach edges.

DINOS

Eat for health.

EAT

CLIMB

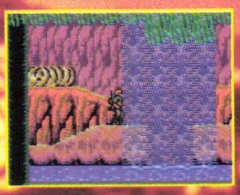
PUSH OBJECT

JURASSIC PARK

TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT INC.

BRACHIOSAUR PADDOCK

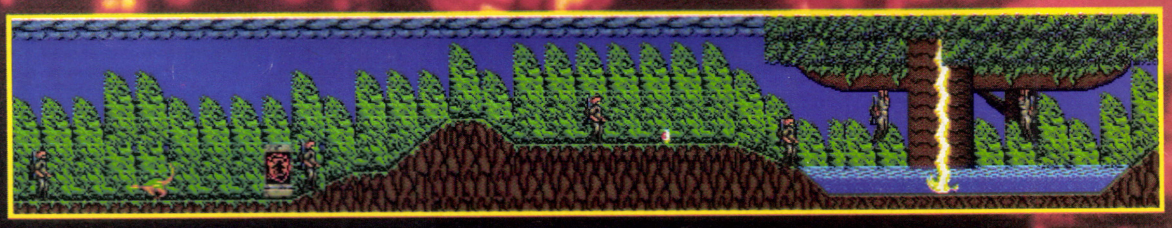
Break out into the open fields where herds of brachiosaurs roam the land.



You must help Dr. Grant avoid water because he can't swim.

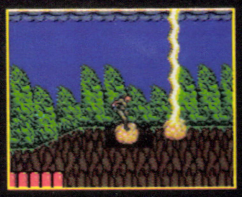
Jump in the jeep and speed from the T-Rex that's chasing Grant.

The giant Brachiosaur boss is easy to kill with the L.A.W.

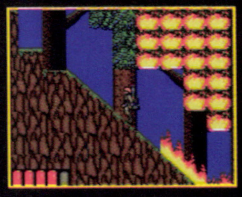


TRICERATOPS PADDOCK

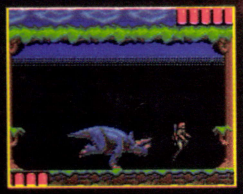
A severe lightning storm is on the way. Get out of the forest before it strikes!



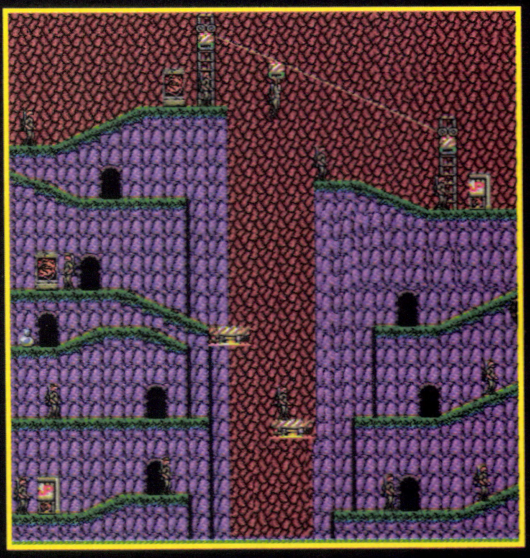
Watch out for frequent strikes of lightning & twisting tornadoes!



Quickly run through the forest fire or get struck by lightning!



Jump up onto the branches to avoid the Triceratops boss!

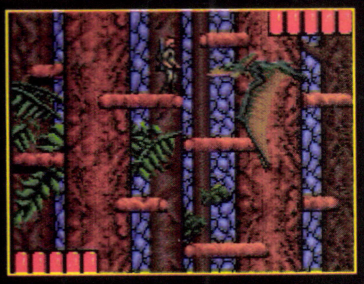


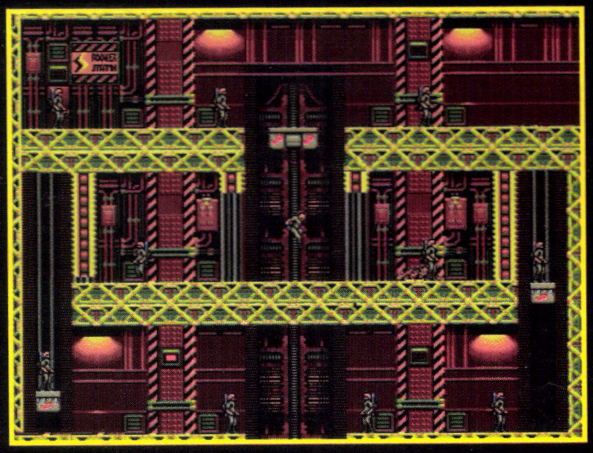
PTERANODON AVIARY

Enter the domain of the giant birds of the prehistoric age. Pterodactyls dominate the skies and will dive down at potential threats or food. Keep an eye out for them!

In the driving scene, lots of Pterodactyls will fly by and swoop down toward your tour jeep. Fire at them with the target sight to keep them from inflicting damage on the jeep.

The main boss of this level is a very huge Pterodactyl which will swoop around Dr. Grant. Destroy it while jumping from each branch using the Flash Grenade.



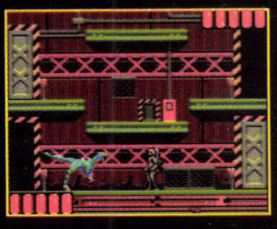


VELOCIRAPTOR PEN

Perhaps the most dangerous predator is the Velociraptor. They are very intelligent and attack in packs.

Help Dr. Grant through the maze of corridors and turn on the electric fences that have been down. Also look out for the spewing lava.

The boss of this level, of course, is the Raptor. In order to defeat it, you must keep a cool head. Stay low and fire quickly at the attacking beast!



MACHINE	GENESIS
PUBLISHER	VIRGIN
AVAILABLE	OCTOBER
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	20+
% COMPLETE	99%

OPTIONS

There are three different difficulty levels to choose from and a controller-configuration option as well. There are also the assorted sound and music test options.

ORIGINS

With a similar style to its predecessor, Son Of Chuck is filled with colorful graphics and wacky adversaries. From the days of Joe and Mac to the modern day caveman games, the trend toward cute, yet unorthodox heroes is growing.

STORY

The slightly bulging, belly-butting Chuck Rock has been kidnaped by his arch rival Brick Jagger. Wife Ophelia reads the list of demands and cries at the outrageous stakes. Never fear! Six-month-old Chuck Jr. is ready for action, packing a huge club. Help Jr. rescue his pop and clobber Brick.

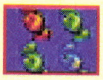
CHUCK ROCK 2 SON of CHUCK

BABY PICTURES & POWER-UPS

BABY'S MILK

Drink to boost your health.

YUMMY CANDY



Bonus points for candy.

EXTRA LIFE

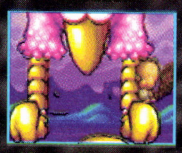
Very rare 1-UP icons.

A LITTLE HELP FROM YOUR FRIENDS

TRI-TOPS

Save him and get a ride.

BIRD



Hop aboard to avoid the water.

ANT

Walk over spikes easily.

OSTRICH

A fast runner who can jump!

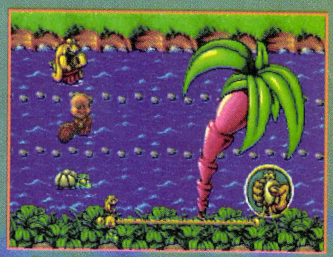
DINO DOG

A useful stepping stone.

BONUS ROUNDS ABOUND AFTER THE BOSSES

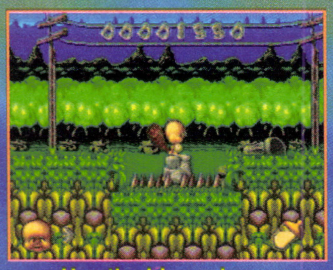
Knock all the apples off the tree with the aid of your pal.

After you defeat the Dino in stage one and Ozric in stage four you will get a chance to play a bounce round. These are not only for mere points but if you succeed you will get an extra continue as well. Try your luck and see if you have what it takes.



On the river race you must out paddle your opponents.

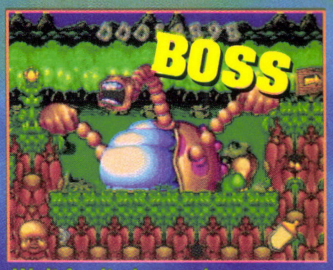
LEVEL 1: STONEAGE SUBURBS



Use the big rocks as platforms to avoid the spikes.

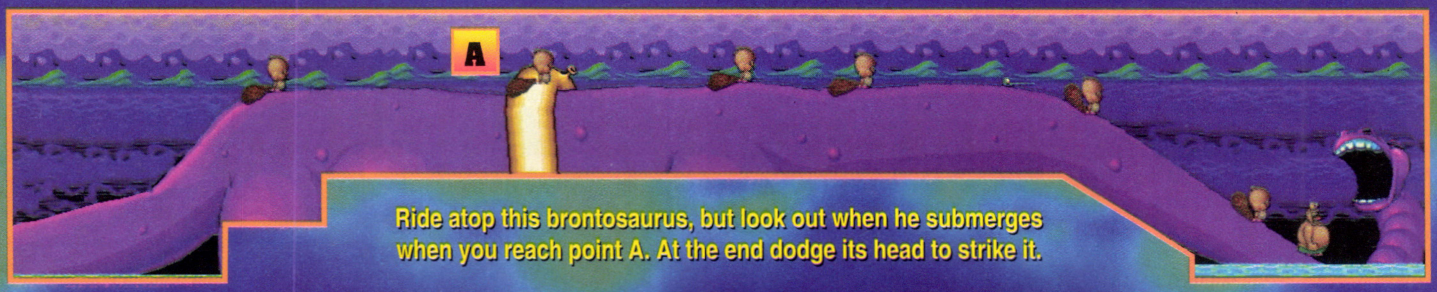
The local strong man will give you a boost to high areas.

If you wake them up they'll act like a bridge.



Wait for its lunge, jump away, and hit it while it's stuck.

LEVEL 2: DIPPY THE DINOSAUR



Ride atop this brontosaurus, but look out when he submerges when you reach point A. At the end dodge its head to strike it.

LEVEL 3: BUTTERFLY COPSE

The ominous fly trap will shoot you high into the air.

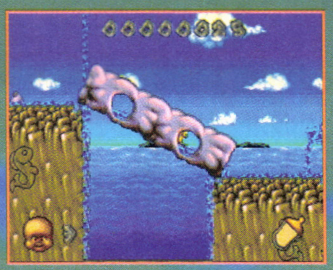
Swing on the chain of bananas for more lift.

Jump down and smash the bricks to avoid the spikes.

There are paths above and below; try to stay on top.

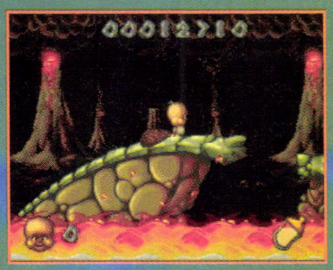
LEVEL 4: WACKY WATERFALL

Slip and slide in this wet playland. Look out for spitting crocks and surfing dudes. You'll have to learn to ride the waves to avoid the skinny areas. Ozric must be defeated by deflecting his shots.



LEVEL 5: LIVELY LAVA

Things are really getting hot for little Chuck. In this inferno level there are pyros in suits trying to scorch you. Then there is the lava problem. Ride the rocks and use the turtle-stepping stones.



MEGA PREVIEWS

MACHINE	SEGA CD
PUBLISHER	SEGA
AVAILABLE	DECEMBER
THEME	ACTION
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	70+
% COMPLETE	55%

OPTIONS

The exact options and available selections cannot be determined from this preliminary version. The product is only half complete and is sure to include tons of options.

ORIGINS

From the most famous Genesis cart to the super sequel and now a CD soft, this blue blur of a hedgehog has been around for a while. Everyone is familiar with his attitude and lightning speed that made him such a success.

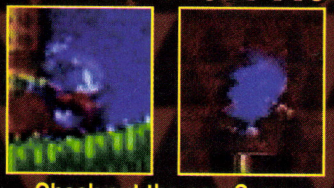
STORY

From what we have so far the story goes something like this...The setting is a lake on a small planet that hovers from time to time. There are special stones in that area that allow time travel. Naturally, Dr. Robotnik wants to control time and gain that power. Can you stop his evil plans?

SONIC CD

ALL NEW SONIC ANIMATED ACTION

Even More Moves and Detail!!!



Check out the new Super Spin-Dash twirling animation.

Extra animations have been added like this spring effect!

Bonus rounds with awesome scrolling effects.

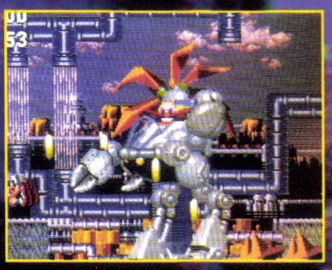
CHECK OUT THE CART TO CD TRANSITION

Take a peek at the all-new Sonic CD. It's come a long way since the original Green Hill zone, yet it retains that classic Sonic look and play style. With visuals this good, wait 'til you hear the sounds.

ACTION-PACKED LEVELS!

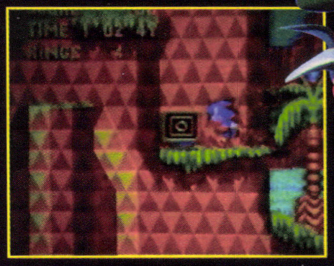
The new CD levels are even bigger with all the power-ups you'd expect and a few new ones that actually let you travel in time to the past or future! Also the extra megs yield huge and detailed mech bosses (on the right.) These guys are bigger and badder than ever before!

HUGE BOSSES

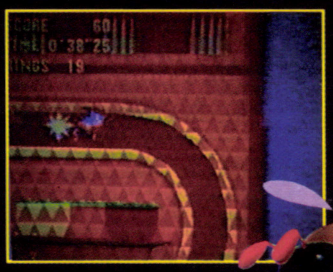


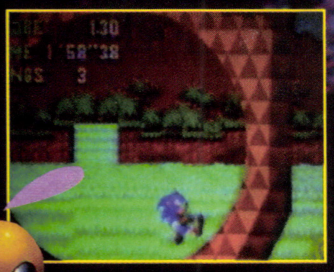
Hidden Items Abound!!!

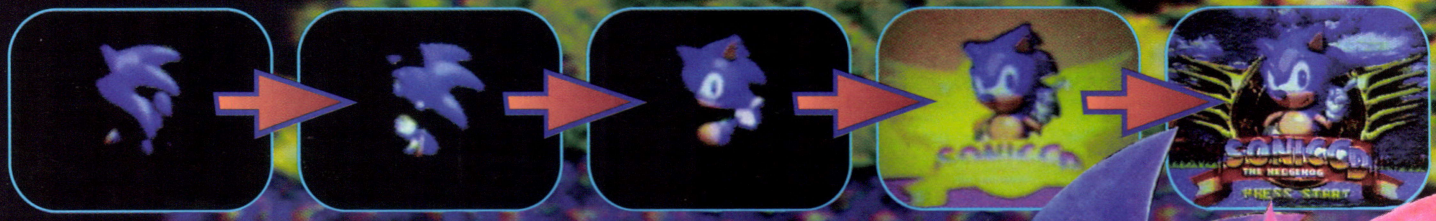
All the hidden items and tricky paths that made Sonic such a success are here in full force. There are plenty of secret passages, hidden power-ups, and extra sections to discover in the large, more detailed levels.



Speed is What You Need!







More surprises are still in the Works!

1. Palmtree Panic Zone
2. Collision Chaos Zone
3. Tidal Tempest Zone
4. Wacky Workbench Zone
5. Palmtree Panic Zone
6. Stardust Speedway Zone
7. Metallic Madness Zone
8. Final Fever (last boss)

Eight rounds of CD action await you!

There's a time attack mode for completing a level!

MACHINE	GENESIS
PUBLISHER	SUNSOFT
AVAILABLE	OCTOBER
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	20
% COMPLETE	90%

OPTIONS

As of now there are no options to speak of. In the final version, there may be a skill/difficulty selection as well as an option to customize the controls to your liking.

ORIGINS

Sunsoft, probably best known for its games involving Looney Toon characters, has invented this little critter from scratch: He likes to fly and engage in other activities. This game is going to be released for the Super NES platform.

STORY

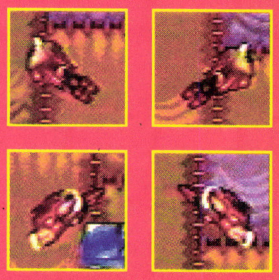
The World of Amusement Circus has been sabotaged and booby-trapped by Edgar Ektor, an evil industrialist! Luckily, the world-famous acrobat, Aero, is on hand to save the day! Aero can walk, jump and use an angular attack to defeat enemies! Complete each stage and defeat the bosses.

AERO THE ACRO-BAT

SUNSOFT

A Bat and His Moves: Aero the Acro • Bat

"I am One Spunky Bat:
I can run and jump, but I also have an angular attack I use to smash enemies and speed to certain areas. I also have the ability to ride unicycles, jump through hoops, bounce on trampolines, and, if I collect the right power-ups, I can fly! Aren't I cute, kiddies? YES!"



Some Helpful Items: Oh Boy!

Flying A: Fly in the air temporarily.

Balloon: Stand on these items.

Clock: Gives you extra time.

Key: Open cages and doors.

1-Up: Get you an extra life.

Stars: Shoot these at enemies.

Parachute: Land slowly and softly.

Cannon: Shoot you into the sky.

Trampoline: Bounce you up high.

Items Galore in the Levels:
You can find these items located in the levels of the game. Some increase your lives, others give you points, and some even give you extra abilities! Some of the items are to be found only in certain levels, so you'll have to look very hard for them!

Foodstuffs and Other Items:

Aero looks for these Yummies in the levels!

Cake:

150 Pts.

Cupcake:

300 Pts.

Hot Dog:

250 Pts.

Sucker:

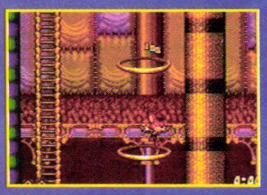
100 Pts.

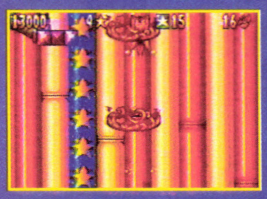
Checkpoint:

Start here.

Soda:

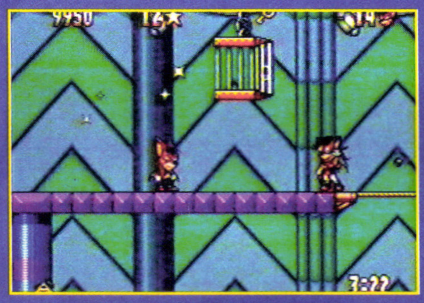
200 Pts.

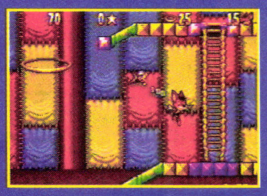


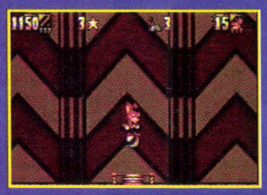


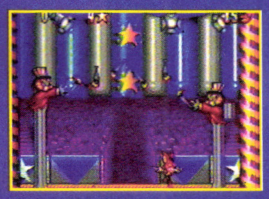
Circus Acts 1, 2 & 3: Under the Big Top

Aero must perform a variety of stunts, including rescuing his friend Ariel! Be sure to get the key to unlock the cage! Also look out for spikes - one touch can take away a life! Jump repeatedly on trampolines to fly higher!



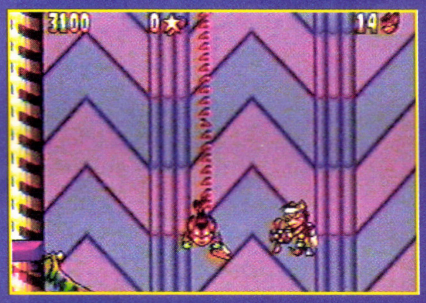


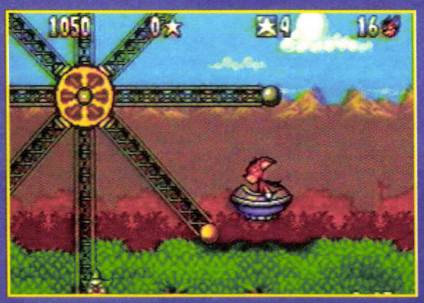




Circus Acts 4 & 5: Bosses & Bonuses

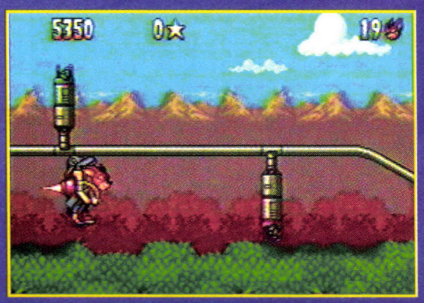
For the Bonus Round, try and make it off the high dive and land in the water - even with arch enemy Zero blowing you off course! The boss is two jugglers on stilts - knock them down to size while avoiding batons!

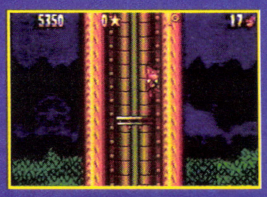


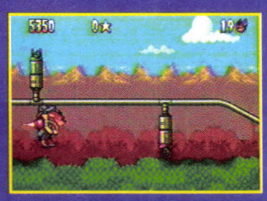


Funpark Levels: Rides & Danger

The fun never ends! In the first section you will be riding ferris wheels and then get ready for the roller coaster! This ride moves very fast, so be prepared to jump, duck and control your speed - especially over gaps!

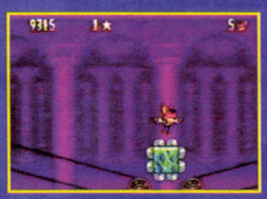


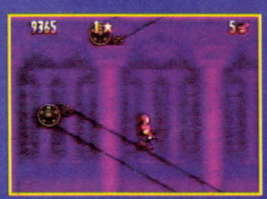




Riding the Rotor: Reflexes Required

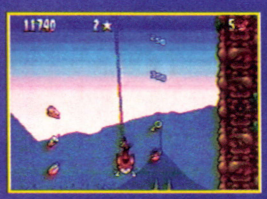
If you thought the Roller Coaster was challenging, check out the Rotor! This time you are fastened to a rocket speeding down a pipe! You can't jump, but you must decide which side to take - the top or the bottom!

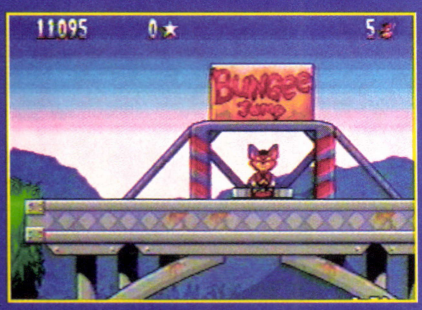




Museum Levels: Dark and Scary

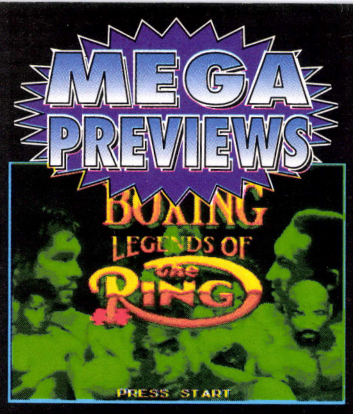
Once inside the dark museum, look for hidden areas - they contain valuable 1-Ups and other items! Also look out for conveyor belts and especially saws that protrude from platforms!





Outside Levels: A Great New Sport

Time to do some bungee jumping! After making your way through to the jump platform, you can control the direction you fall! However, look out for spikes and other objects you can hit - spikes take away a life!



MACHINE	GENESIS
PUBLISHER	ELECTROBRAIN
AVAILABLE	SEPTEMBER
THEME	SPORTS
MEGABITS	8
PLAYERS	1 to 8
DIFFICULTY	MODERATE
LEVELS	20
% COMPLETE	98%

OPTIONS

Some of the options in this boxing game include three modes of play, customized boxers, variable power select, user-changeable controls, plus many more surprises!

ORIGINS

Another great sports title for the Genesis! Boxing Legends of the Ring provides boxing aficionados with realistic fighting moves. You can play as one of the greatest boxers of all time or build your own! Either way, this one's a TKO!

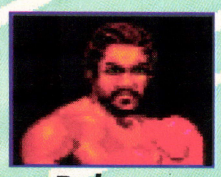
STORY

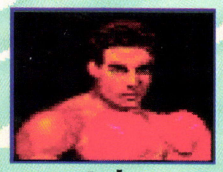
Get ready for some serious action, boxing fans! Boxing Legends of the Ring sports some of the coolest graphics and game play around. The characters are huge (about 50% the size of your screen!) and the overall action is intense! If you're a boxing mavin, this one's for you!

BOXING

Legends of the Ring

Eight of Boxing's All-Time Greatest!

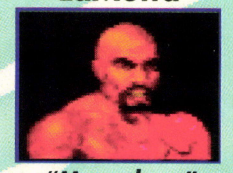

Roberto Duran


Jake LaMotta

"Sugar" Ray Leonard

Rocky Graziano

"Sugar" Ray Robinson


"Marvelous" Marvin Hagler

Andrew Toney

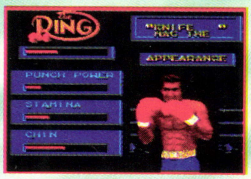
Thomas "Hit-man" Hearns

Three Different Playing Modes!!

Mode 1- Exhibition Mode

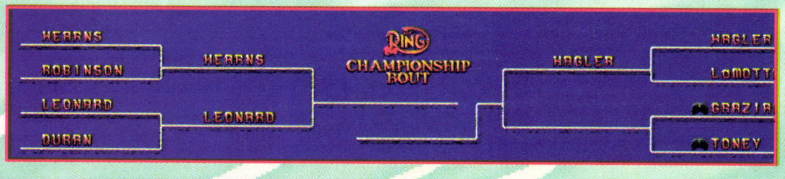
Pick any one of the eight boxers and then pick your computerized opponent. A good way to practice.

Mode 2- Career Mode

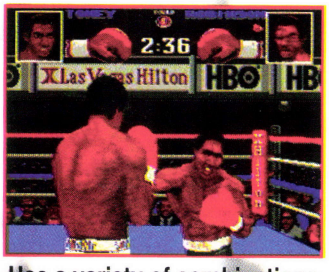


Here, you are given the ability to create your own boxer! Good for the more advanced boxers.

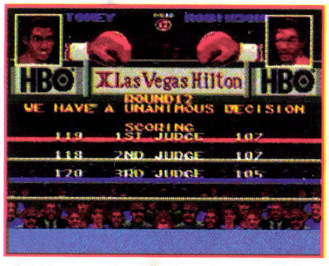
Mode 3- Battle of the Legends



Here it is, the ultimate test! Pick your boxer and get set for a tournament to decide the all-time best fighter!

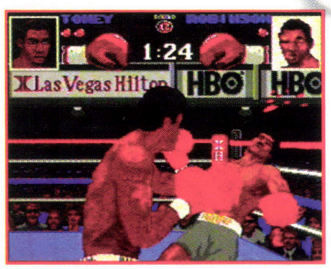


Use a variety of combinations to pummel your opponent!



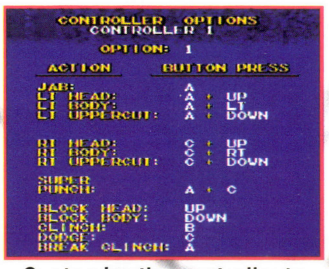
At the end of a bout, you'll be scored by a panel of judges.

Press Button "A" to get out of a clinch with the other boxer.

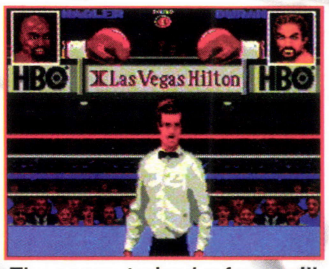


If the picture of your boxer turns white, a KO is near!

Stats are shown to keep you abreast of your performance.



Customize the controller to your exact specifications!



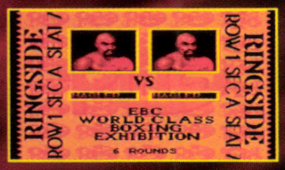
The computerized referee will try to keep the fight clean.

Create Your Own Boxer!

How To Make A Boxer

Step 1- Make up a name.
Step 2- Select fighting styles (arrow) such as Street, Military or Olympic.
Step 3- Allocate extra power to the three fighting attributes.
Step 4- Allocate punch power to the various kinds of punches.
Step 5- FIGHT!!

Play Against Yourself!!



In Exhibition Mode, you can select the same player for yourself and the computer!

Master These Boxing Moves!

Left Hook to the Body
To deliver a left-handed hook to your opponent's body, hit the "A" Button while pushing LEFT on your control pad.

Right Cross to the Head
Launch a right-handed cross to the head by pressing Button "C" while pushing UP on the control pad.

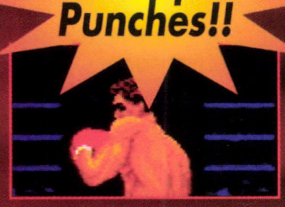
Right Uppercut
A right-handed uppercut can be executed the following way. While holding DOWN on the control pad, push Button "C."

Right Cross to the Body
Peel off a right cross to the body by pressing RIGHT on your controller and immediately pressing Button "C."

Left Hook to the Head
This nasty wallop can be sent by pressing UP on the control pad and then quickly pushing the "A" Button.

Left Uppercut
Punch your way to the championship with this wicked left-handed uppercut. Press DOWN on the pad and hit "A."

The Super Punches!!



To execute a devastating "Super Punch" hit both the "A" and "C" buttons.

SPIDER-MAN vs. KINGPIN

MACHINE	SEGA CD
PUBLISHER	SEGA
AVAILABLE	JULY
THEME	ACTION
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	50+
% COMPLETE	75%

OPTIONS

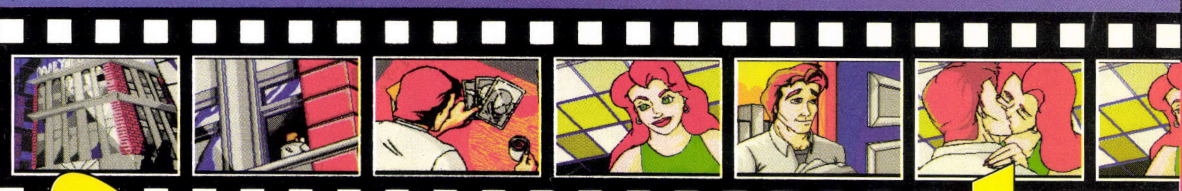
There aren't any game configuration options such as number of men or difficulty setting. The only option is the choice of weapons when you pause the game.

ORIGINS

The Sega CD version of Spider-Man is very similar in game play to its Genesis cartridge counterpart.The movements of the webbed wonder are basically the same as are his attacks. The CD has awesome cinemas and digitized voices.

STORY

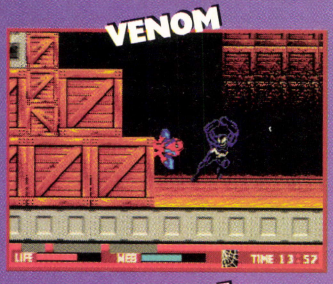
The Kingpin, archenemy of Spider-Man, has planted explosives throughout the city of New York and has placed the blame on the web head, thus turning the city against him. He must go through more than 50 levels and seek out the bombs before they detonate. Only then can he clear his name.

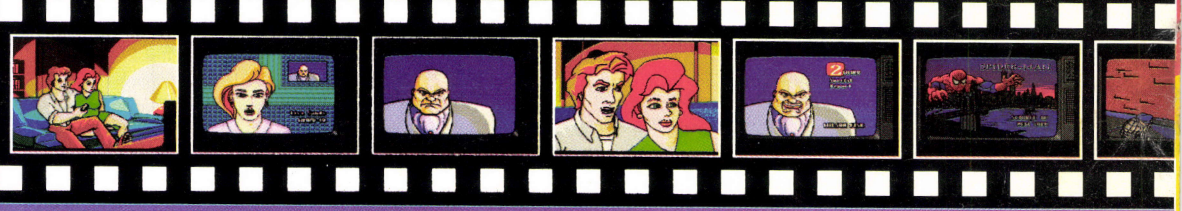


SPIDER-MAN™ VS. KINGPIN

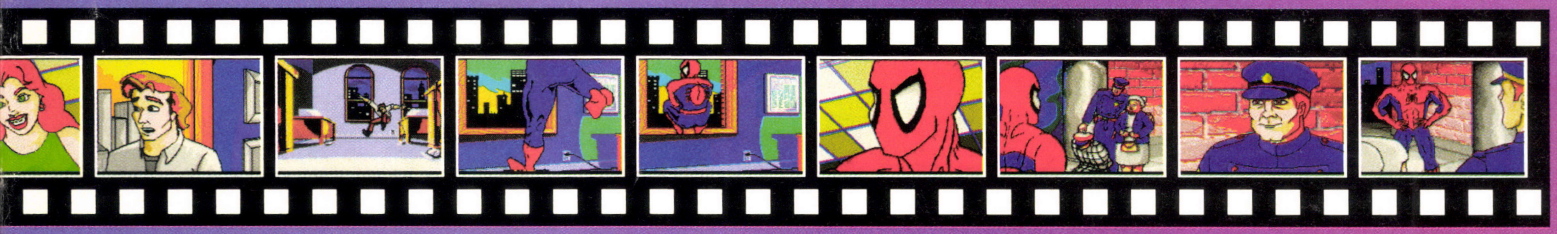
SPIDEY'S ARCHENEMIES

Fight it out against some of the most notorious villains!

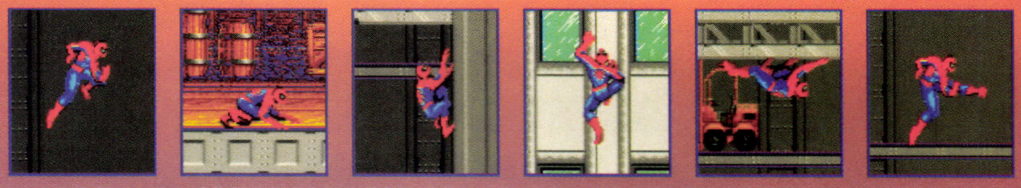




The Amazing Spider-Man TM & © Marvel Entertainment Inc.



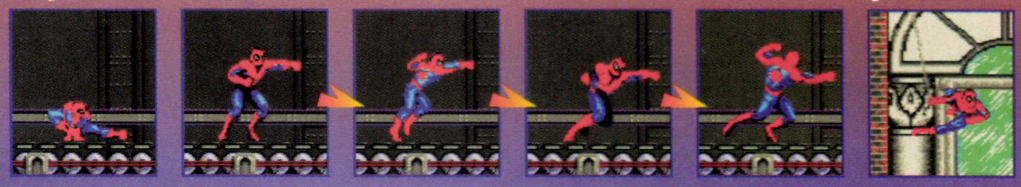
THE WEB-SLINGER'S INCREDIBLE MOVES



JUMP

SPIDER-MAN CAN CRAWL ON ALMOST ANYTHING!

JUMP KICK



LOW KICK

LETHAL PUNCHING COMBINATION

SWING

ICONS

Locate several of the valuable icons scattered throughout each level. You will need them!

HEALTH

Restores part of Spidey's health.

WEB FLUID

Restores part of Spidey's web supply.

MISSION OPTIONS

Choose any one of over 50 levels from the main map of New York! Clear each level and progress to that area's boss - one of Spidey's archenemies!

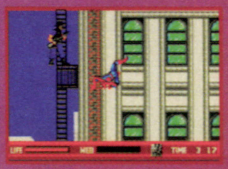
WEAPON SELECTION SCREEN

At anytime, you can pause the game and a half-screen will pop up from the bottom, revealing Spider-Man's current score and the amount of keys he has obtained. You can also select from an assortment of other gadgets such as a shield.

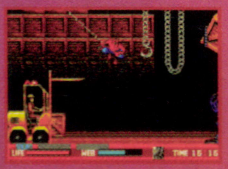
Beware of the high voltage fence!

Don't let the giant alligator get you!

An escaped ape at Central Park Zoo!

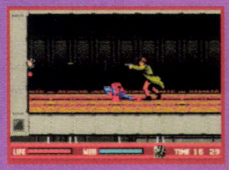


The cops are out to get the web slinger.

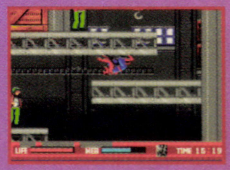


Stay away from the forklift driver!

Don't mess with the German Shepherds!



Sweep this guy before he shoots!



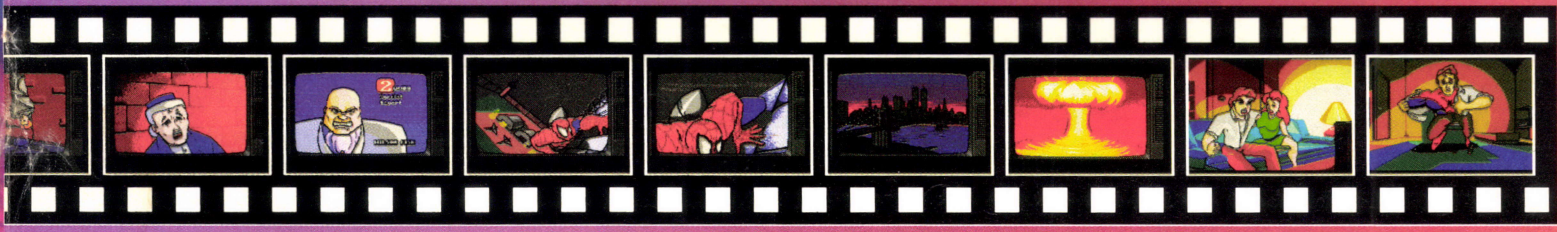
Squeeze and crawl through tight spots.

Swing over the city, avoiding the cops.

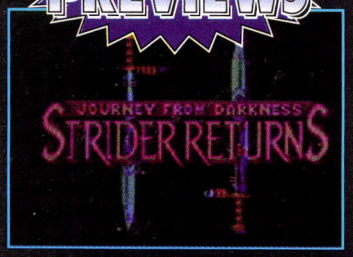
The subway is full of gangs and thugs!

Use low kicks to get him off his feet.

Crawl through tubes to get around.



MEGA PREVIEWS



MACHINE	GAME GEAR
PUBLISHER	U.S. GOLD
AVAILABLE	SEPTEMBER
THEME	ACTION
MEGABITS	2
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	5
% COMPLETE	100%

OPTIONS

At this point the only available option is to change the difficulty level. The two settings are easy or hard. In future releases there may be additional options.

ORIGINS

Starting off as a great arcade game, Strider Returns was later adapted for the Genesis. Its wall climbing and flash sword quickly became trademarks that other games followed. On any format the look and play is unique to Strider.

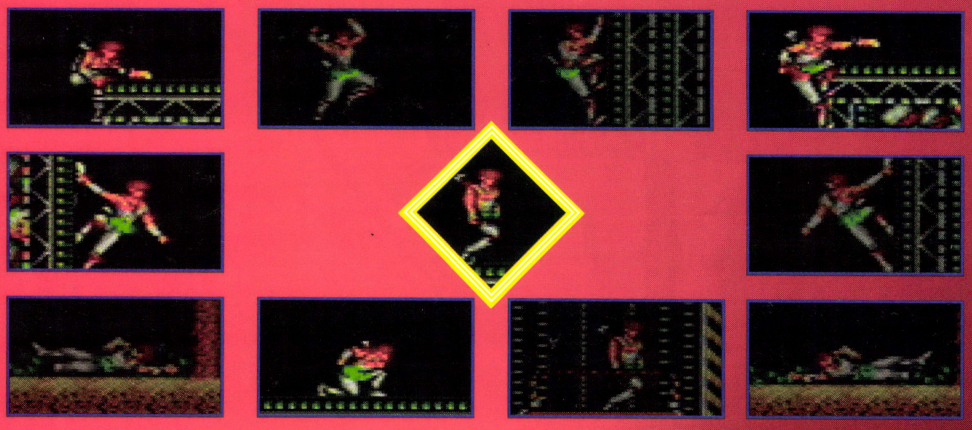
STORY

The evil Grand Master has recovered from his last battle with Strider and is determined to control Earth. He has captured Strider's love, Lexia, and is holding her prisoner. This time the fight is personal with the prize being the safety of Earth. Can you retrieve your love and stop him?

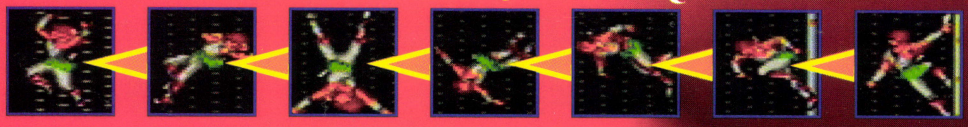
JOURNEY FROM DARKNESS

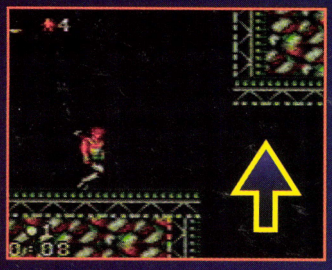
STRIDER RETURNS

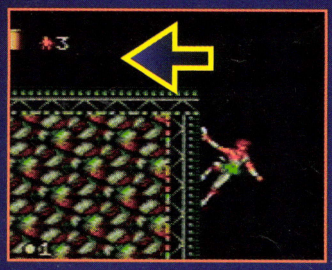
FAMOUS STRIDER MOVES AND ANIMATIONS

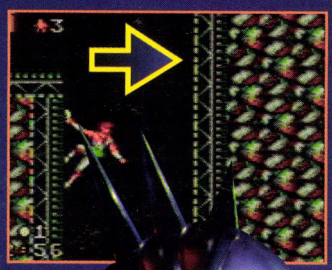


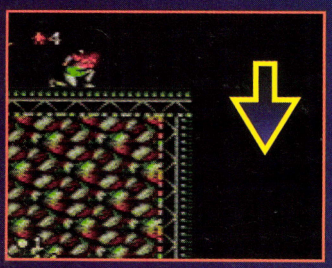
FULLY ANIMATED JUMP SEQUENCE











EXTENDED VIEW

You can look below and scroll from side to side to get a better view of what's ahead. This is very useful to find hidden sections and to keep an eye on the enemies.

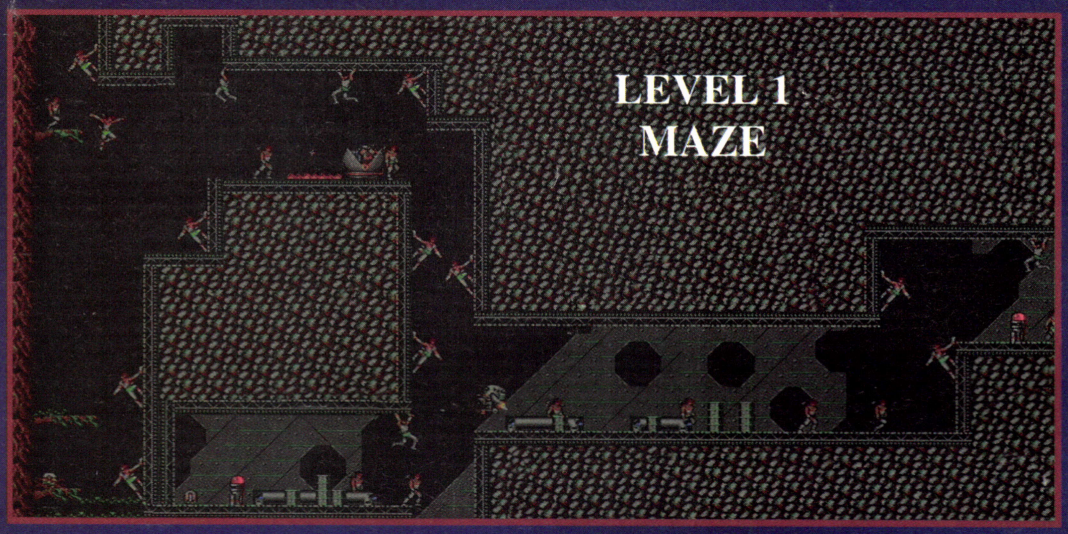
POWER-UP ICONS AND WEAPONS

Increase your health vial.

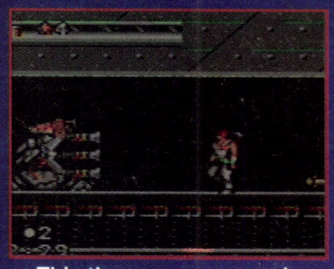
The shields defend against bosses.

Your sword is powerful up close!

Shoot the shurikens for a long range hit.

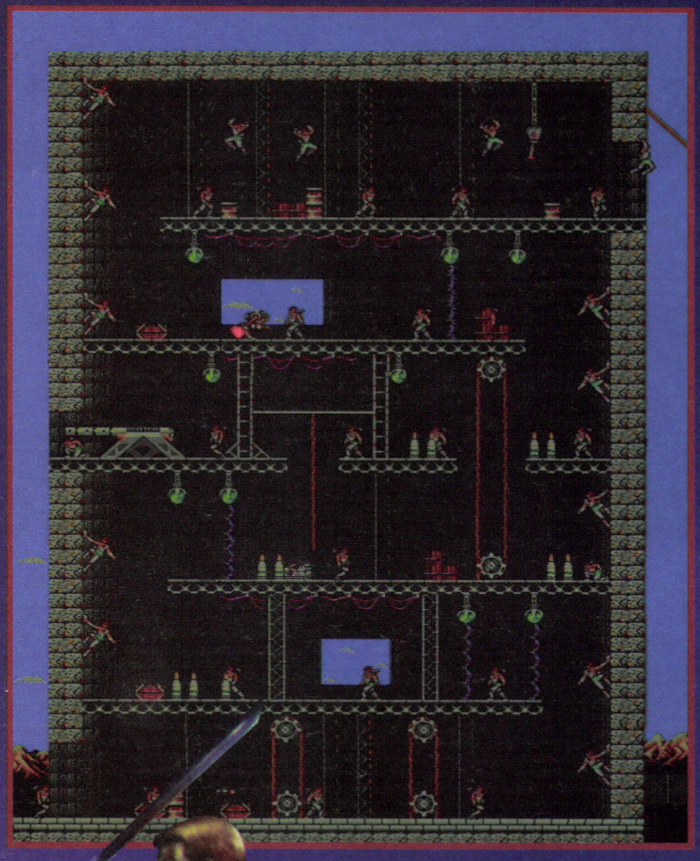


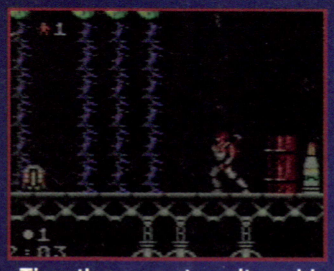
LEVEL 1: FORBIDDEN FOREST



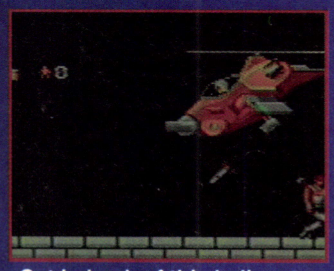
This three-gun menace is tough, so keep jumping.

LEVEL 2: CASTLE METROPOLIS





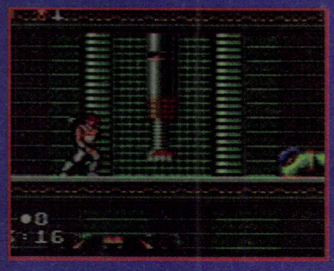
Time the currents or it could be a shocking experience.

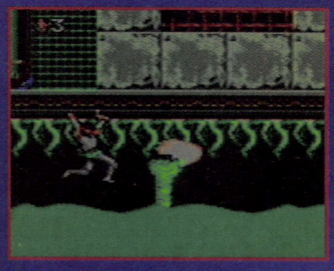


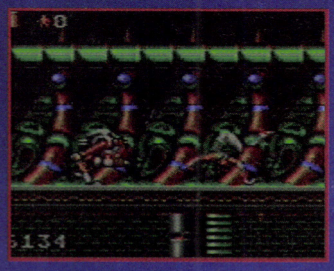
Get in back of this helicopter to take it out fast.

LEVEL 3: ALIEN LABYRINTH

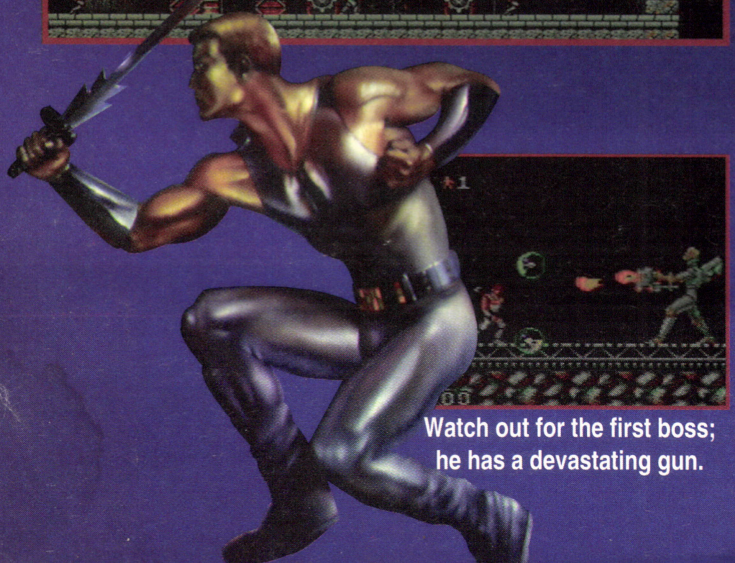
Learn to slide under the stompers and watch out for the slimy green hands!



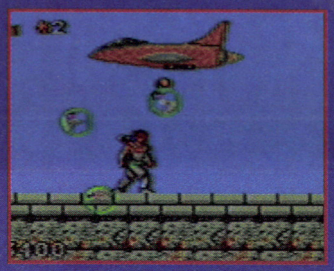




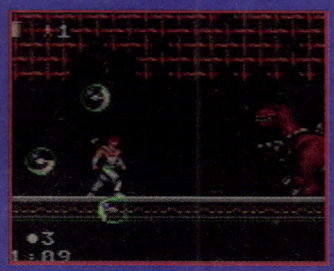
BATTLE THE BOSSES!



Watch out for the first boss; he has a devastating gun.

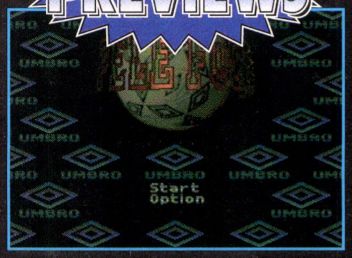


Boss two is a fast bomb in a plane, jump up and sword it.



Keep shooting boss 3, the dino, and jump as it charges.

MEGA PREVIEWS



MACHINE	GENESIS
PUBLISHER	ACCOLADE
AVAILABLE	NOVEMBER
THEME	SPORTS
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	40%

OPTIONS

This preliminary copy was designed for two players, but has no start-up options. However, during the game you can call for an instant replay or change formation.

ORIGINS

This soccer cart is just in time for summer and is basically the same as those like Goal by Jaleco and Tecmo's World Cup. What makes this one unique is that Pele helped design the game, so you can be sure that it's full of realistic action.

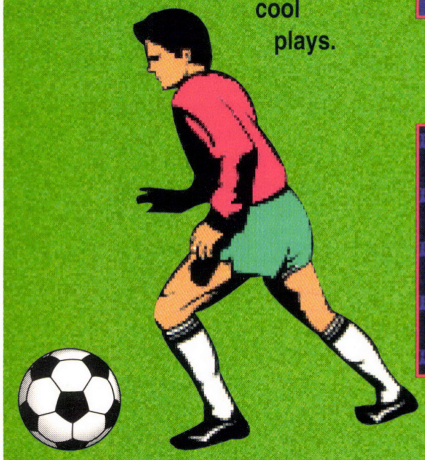
STORY

The greatest soccer player of all time coaches you to victory as you lead your team of 11 players through 30 grueling games. Choose from 40 international clubs, all modeled after the real professional teams. Battle it out in the league championship or try the shoot-out practice mode.

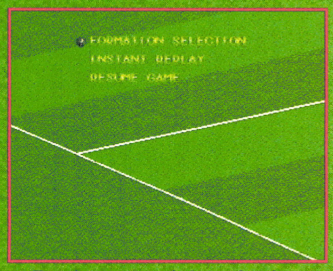
Pelé!

ALL THE OPTIONS: ON & OFF THE FIELD

After you choose your teams you must pick a standard field formation. During the game either side can pause and change its formation as well as call for an instant replay of any cool plays.



Choose from eight different countries around the world.



Replay one of the winning passes or change formation.

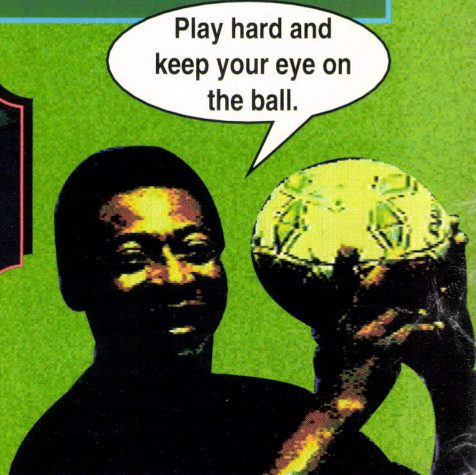
There are seven formations to match your style.

Great plays like fast break steals thrill the spectators.

MOVE LIKE THE PROS

Dribble the ball toward the goal, shoot, and score!

"Love is more important than we take in life."



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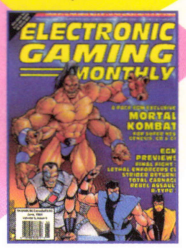

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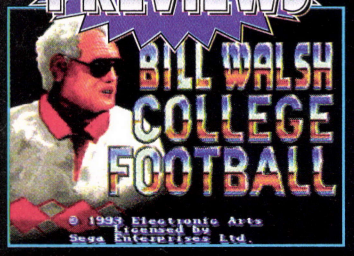


MACHINE	GENESIS
PUBLISHER	ELECTRONIC ARTS
AVAILABLE	AUGUST
THEME	SPORTS
MEGABITS	8
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

The huge list of playing options includes changeable weather conditions and three modes of play including Playoffs, Exhibition and All-Time Playoff Greats.

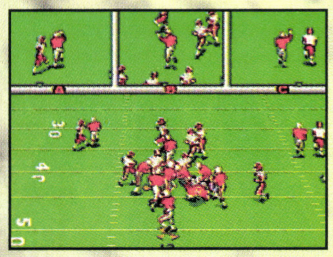
ORIGINS

Bill Walsh College Football takes its cue from past Electronic Arts football carts like John Madden and Mutant League Football. Electronic Arts obviously has found a great formula and is sticking to it! Football at its finest!

STORY

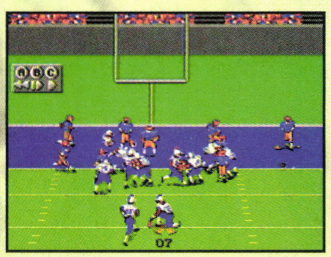
The driving force behind many great football teams, both pro and college, Bill Walsh finally comes to the Genesis! The graphics, sound, and overall playability make Bill Walsh College Football a welcome addition to the Genesis sports lineup. Leave it to EA to bring it home!

Bill Walsh COLLEGE FOOTBALL

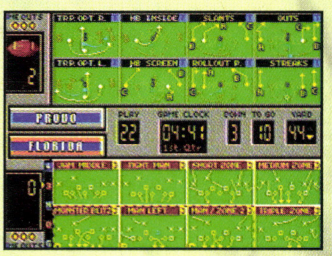


The passing window allows you to quickly pick a receiver.

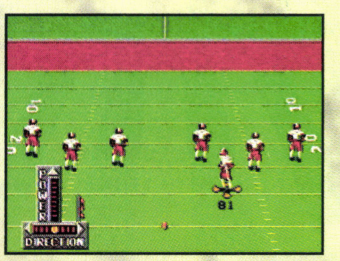
Bill Walsh adds his color commentary to the game.



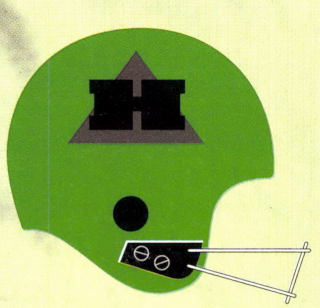
Instant replay allows you to analyze your playing.

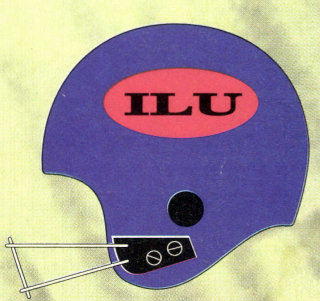


You may pick one of the many great plays provided.



The "T" meter adjusts the power and direction of a kick.





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HMPH0

MEGA PREVIEWS

MACHINE	SEGA CD
PUBLISHER	TAITO OF JAPAN
AVAILABLE	NOW
THEME	DRIVING
MEGABITS	CD-ROM
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	21
% COMPLETE	100%

OPTIONS

Control the difficulty level, the control type and even the trigger assignment from the Options menu. There is even a sound test and an input test as well.

ORIGINS

Like all driving games before it, you burn up the track to reach your destination. This game takes after several other carts but has a more digitized look than most racing and driving simulators. Originally an arcade hit, it now appears on CD.

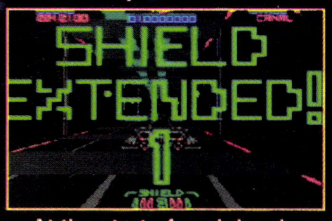
STORY

The year is 2049 A.D. and the setting is a futuristic metropolis. A mysterious underworld has kidnapped a leading expert in optical lasers and his daughter to boot. This organization is developing special weapons at their headquarters in the Far East and it's up to you to stop their plans.

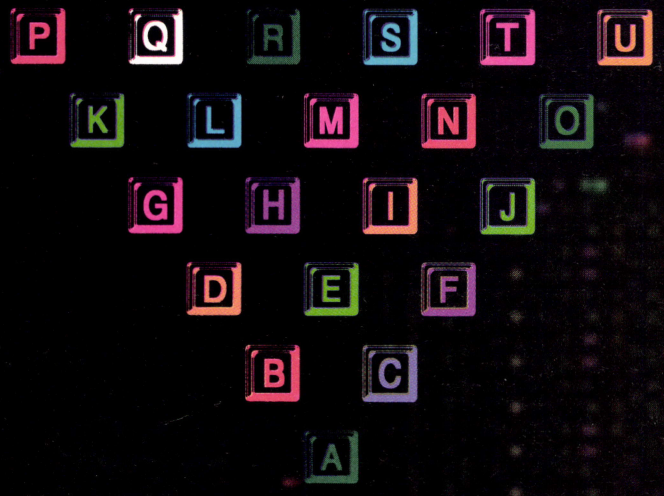
NIGHT STRIKER

CHOOSE YOUR OWN PATH TO UNIQUE ENDINGS

After each stage you choose your own route.



At the start of each level, grab a shield and use it well!



USE THE MAP TO CHOOSE THE BEST PATH FOR YOU

City-dark green, Factory-red, Canal-blue, Sea-orange, Tunnel-lt. green, Sky-purple, Suburbs-Magenta, Temple-cyan, Streets-white

Keep low to the ground in the city.

Look out for the high and low wall barriers.

Stay down and avoid the yellow blockers.

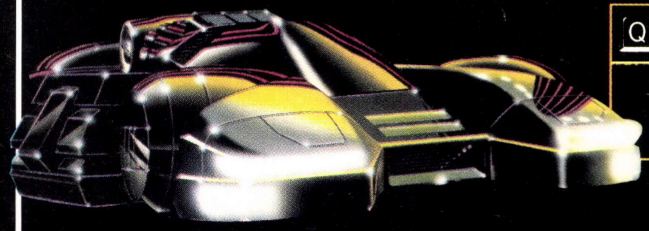
Skim the water to avoid the bridges.

Stay alert to dodge the many walls.

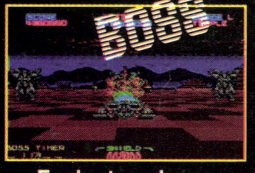
Take out the enemies fast in the suburbs.

Ariel combat is lethal if it's too high.

Giant totems will fire a barrage of bullets.



Walls and foes get tougher.



Each stage has a unique boss!

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HMPH0

GENESIS MEGA FILE

PUBLISHER	SEGA
AVAILABLE	SEPTEMBER
THEME	ACTION
MEGABITS	8
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	7
% COMPLETE	95%

OPTIONS

This game has a difficulty select as well as a configuration for the three moves: Attack, Jump and Special. There is also a sound test for the music and sound effects.

ORIGINS

This is the fourth game in the Shinobi series (preceded by Shinobi, Revenge of Shinobi and Shadow Dancer). Veterans of this game will be comfortable with the jumping and attack moves, but they take some practice to master.

MEGA REVIEW

Hooray Sega! This is one of the most impressive carts I've seen this year. Phenomenal graphics are only the icing on the cake. The sound has been carefully refined with cool music and effects. The game play is where this cart shines. Tons of technique and killer bosses make this game a winner!

- Martin Alessi

93%

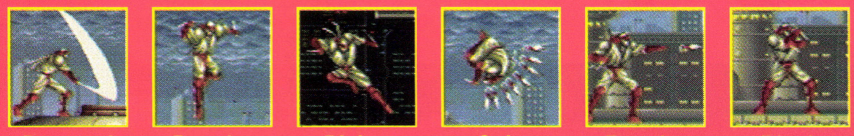
SHINOBI III

Return of the Ninja Master

NINJA MOVES: NORMAL AND POWERED:

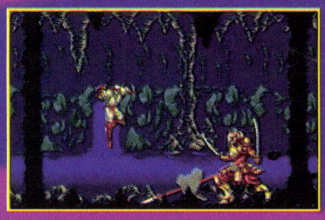
MOVES: Here are some of the more vital moves your ninja can perform! Get the POW icon to make your attacks deadlier than before!

Powered Shuriken | Regular Slash | Dashing Slash | Horizontal Climb | Wall Jump | Dashing Run

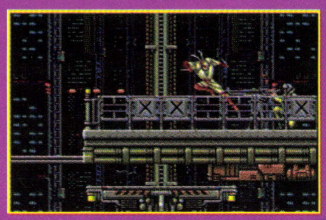


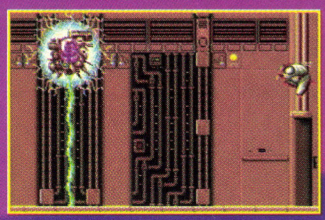
Powered Slash | Regular Jump | Diving Attack | Spin Attack | Regular Shuriken | Block Attackers

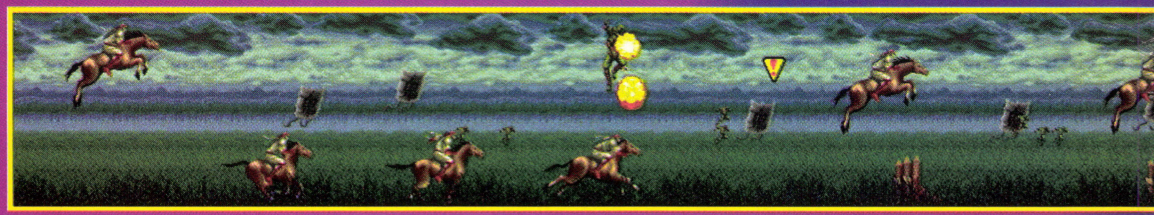
ROUND 1: ZEED'S RESURRECTION
Starting in the woods, fight your way inside the caves! The Boss is a giant, multi-armed samurai that rushes you! Jump over it when it charges and counterattack!



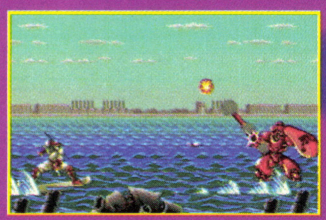
ROUND 2: SECRET ENEMY
The first part is on horseback! Watch for the red "!" that blink - they signal you to jump over oncoming obstacles! After fighting through the factory, fight a mechanical floating eye!

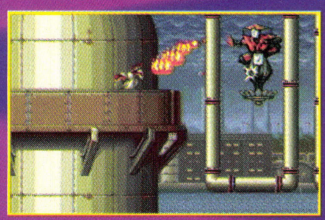


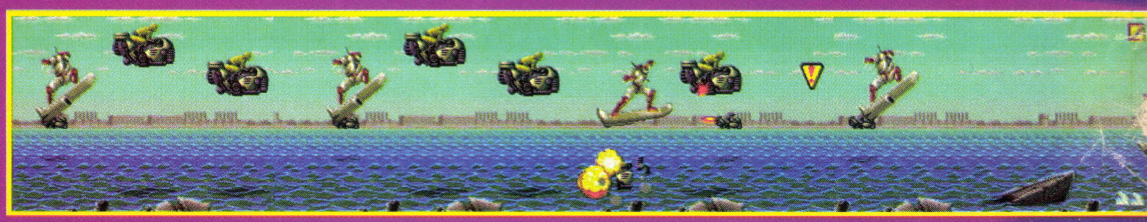


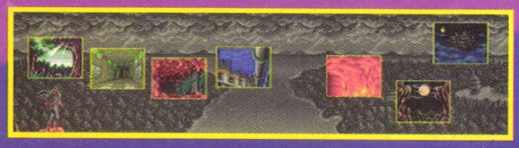


ROUND 4: DESTRUCTION
Surfin' Shinobi! On the jet ski, fight airborne enemies! The "!" that blink will warn you of ramps to use to get power-ups and other items! The next part is on a water refinery!









Seven Dangerous Levels:

Here are the levels you must endure to complete the game! They start from left and continue right! Each has a boss and mid-boss you must defeat!

HELPFUL NINJA ITEMS:

Weapons, Health, 1-Ups & Bombs:

CRATE: Contains items.

SHINOBI: Gives an extra life.

SHURIKEN: Gives 10 Shurikens.

HEART: Refills Life Meter.

SHURIKEN: Gives 20 Shurikens.

JITSU: Adds one magic.

POW: Increase attack.

BOMB: Times explosion.

ELEMENTAL MAGIC:

MIJIN: Lose a life to restore Health Meter.

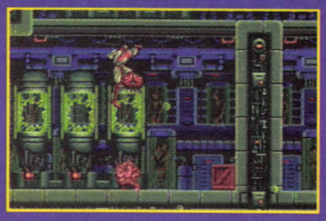
IKAZUCHI: Temporary protecting shield.

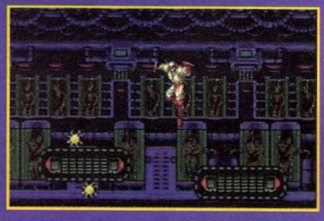
KARIU: Fire dragons engulf the screen.

FUSHIN: Ability to do super jumps.

ROUND 3: BODY WEAPONS

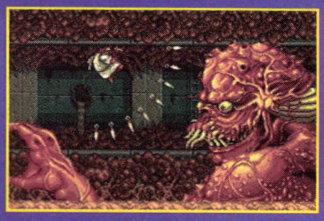
Invade a biological factory, but watch for flying brains and other slime that burst out of test tubes and attack you! You must also move along conveyor belts to make it to the top.





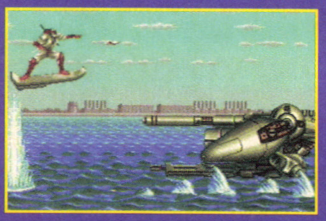
BOSS - ROUND 3:

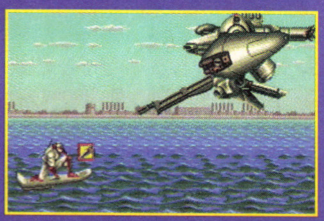
The last two stages of Round 3 are where you will fight the boss. This one is huge and attacks with his hand and a giant laser beam. Use the Fushin Jitsu to avoid these attacks!

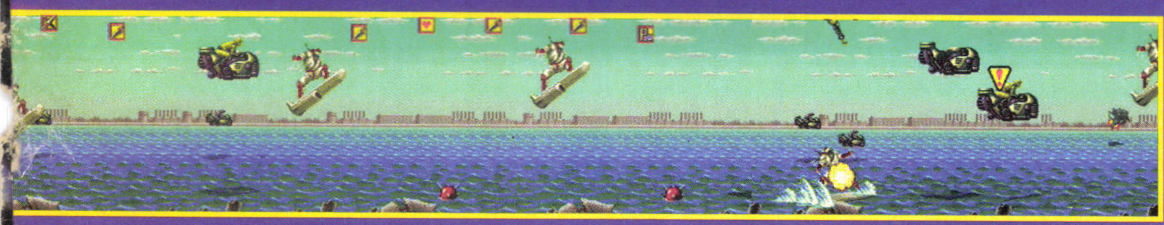


BOSS - ROUND 4: TWO PARTS

You can use the dive attack with the jet ski, so smash the big gun on the boss using this method! However, the second boss isn't so easy! It attacks with mines and a laser gun!







GENESIS

STORY

Neo-Zeed and his crime gang are back in action and it's up to ninja master Joe Musashi to stop them! Despite his vow never to fight again, you must guide Shinobi through seven levels of enemies and traps.

GRAPHICS

MARTIN 94%	The graphics are excellent, with great detailing of all elements. The bosses are especially impressive.
HOWARD 92%	

AUDIO

MARTIN 92%	Great music and voice add atmosphere! The boss music is incredibly menacing. Good sound effects.
HOWARD 90%	

CONTROL

MARTIN 91%	The control is very responsive, with the moves taking much technique and practice to master fully.
HOWARD 89%	

GAME PLAY

MARTIN 93%	There is almost no slowdown, breakup or flicker of the screen. The action is fluid and consistent.
HOWARD 90%	

MEGA REVIEW

This is the best game by Sega for the Genesis in a long time! This takes the Shinobi series to new highs with its bosses and incredible game play! Some of the levels may have to be repeated a few times to pass, but the game is generous with its lives and continues. Topping it off are great graphics and pounding sounds.

- Howard Grossman

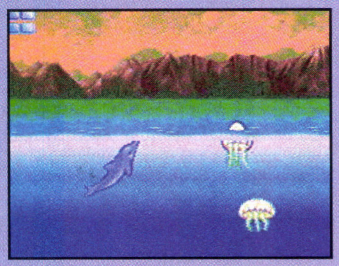
90%

MEGA REVIEWS!!

The Sega Genesis/Sega CD/Master System/Game Gear Resource

The Review Crew's pick of the issue!

Sega's Ecco CD



FEATURING

ROBO ALESTE, WARPSPEED, ECCO CD, SUMMER CHALLENGE, SURF NINJAS

ROBO ALESTE

Take on an impossible mission with cyborg warriors in Robo Aleste. As an elite member of the White Fang Ninja Force, you must pilot the Dennin War Machine through countless levels with air cruisers, cyber-ninjas and huge level bosses flying at you!

Tengen	Sega CD	Shooter	CD-ROM	July

DAVE — 92%

This is exactly what the Sega CD needs! Robo Aleste is a terrific shooter! Cool levels, nice weaponry and killer tunes make this one a winner in my book. Watch out, it's a challenge!

G.O.G. — 90%

This shooter is hot! I loved Musha, and this game is very similar, but better. The difficulty is a bit extreme, bordering on the mania level. This is a must buy if you like shooters.

MIKE — 85%

Rounding off the Sega CD selection is a good shooter. The power-ups and levels are cool but it's still a bit under par with Axley. Nonetheless it is a fun game with a lot of graphic action.

BART — 88%

Finally a decent shooter for the Sega CD! The graphics are great and the game plays a lot like Musha. The bosses are tough and at times the game can be unfair. Solid shooting action!

WARPSPEED

With the Earth having outgrown technological warfare, citizens have taken to space colonization by using black holes to transport across the galaxy. An alien horde threatens the safety. You must pilot one of four cruisers to strike down this force.

Accolade	Genesis	Simulation	16 Meg	July

DAVE — 78%

Warpspeed isn't very exciting, but it's not horrible either. There are plenty of missions that have some nice variety to them. It can be difficult to shoot enemy ships but overall, not bad.

G.O.G. — 75%

If you've ever played Star Raiders for the Atari 2600, you'll know what to expect. I enjoyed this game, but had a difficult time shooting enemies. It looks good, but the play isn't up to par.

MIKE — 58%

First off, the level of detail needs to be improved for this type of game to be effective. Also, the control needs more response to give a cockpit feel. Overall it's a below average cart.

BART — 61%

If you like in-depth space strategy with a high attention to detail, then this cart's for you. The action content is low and what is there controls very poorly. A slightly above average cart.

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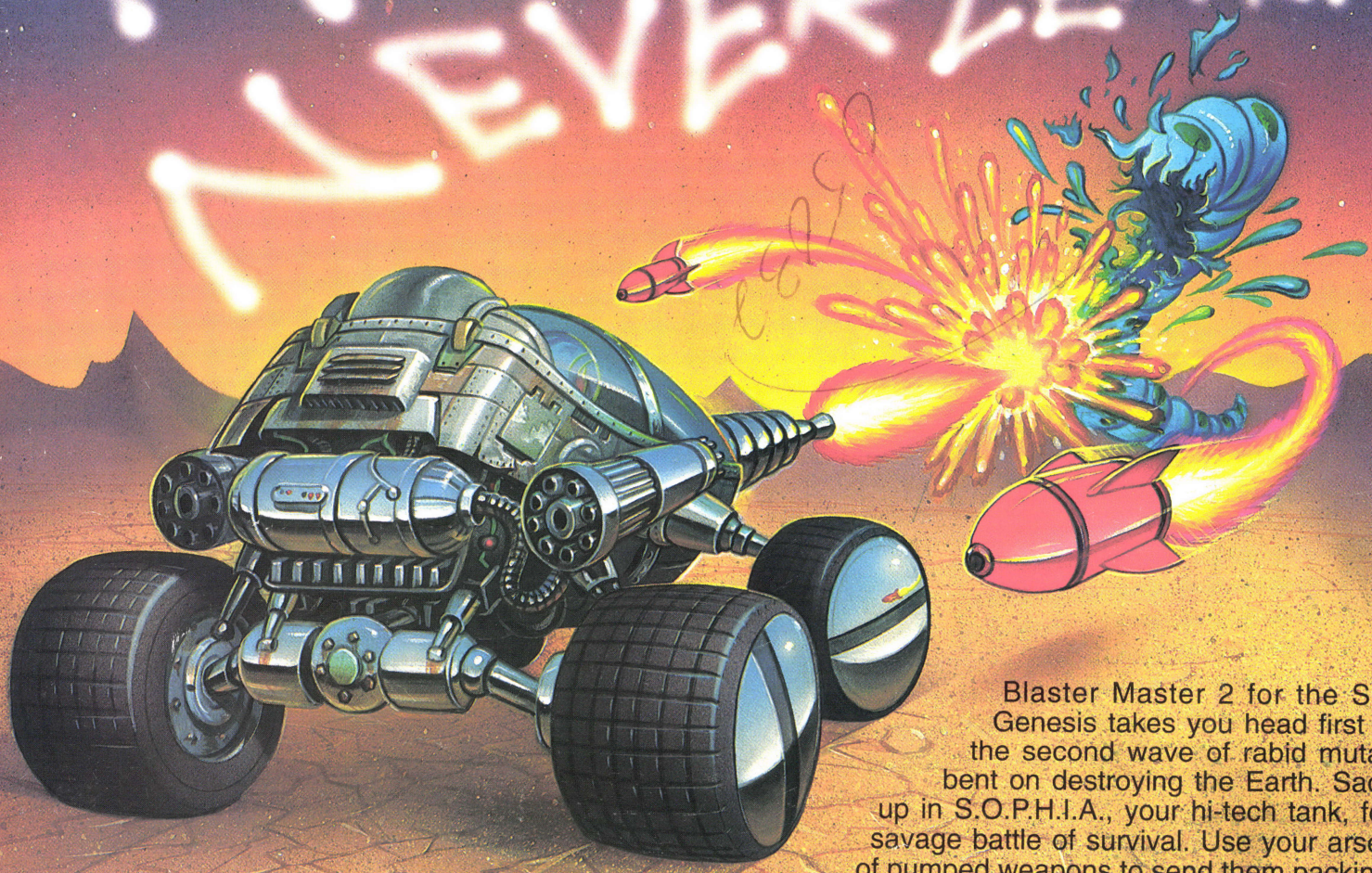
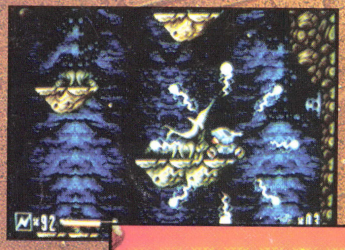
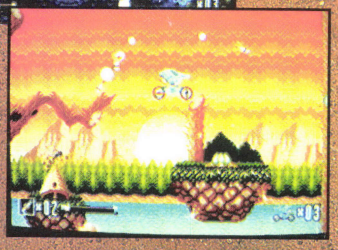
MUTANT SCUM NEVER LEARN!

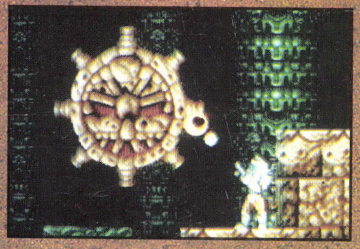


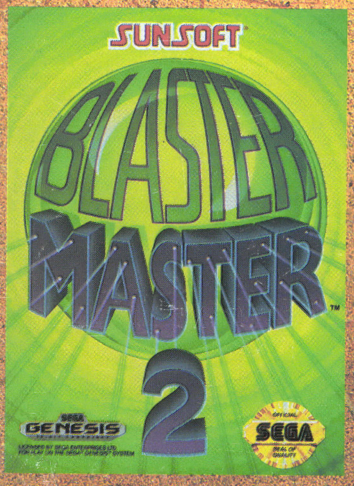
Blaster Master 2 for the Sega Genesis takes you head first into the second wave of rabid mutants bent on destroying the Earth. Saddle up in S.O.P.H.I.A., your hi-tech tank, for a savage battle of survival. Use your arsenal of pumped weapons to send them packing.

Based on the smash hit game Blaster Master, Blaster Master 2 takes you past the next level to a new standard of intense action. Wreck-n-roll on the cutting edge of 16-bit technology.









- **16 ferocious boss encounters!**
- **Smoking arcade quality sound and graphics!**
- **Secret passageways!**
- **Fight in or out of your vehicle!**
- **Three modes of serious game play!**

Mind-blowing side views!

Incredible overhead views!

Serious zoom-view side screens!

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